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P3zine

ISSUE 56 | NOVEMBER 2011

Free magazine for PlayStation 3 Gamers. *Read it, Print it, Send it to your mates...*

BRAND NEW INFO!

ASSASSIN'S CREED: REVELATIONS

The biggest Assassin's Creed yet goes under the knife – literally!

REVIEWED!

RAGE
Does RAGE spell doom for its competitors?

REVIEWED!

Dark Souls
Namco's extreme action-RPG rated!

REVIEWED!

FIFA 12
World class!

PREVIEWED!

Dishonored
Could Arkane's action/stealth title be one of 2012's best games?

BATTLEFIELD 3
MISSION BRIEFING
EXCLUSIVE ACCESS TO 2011
MOST ANTICIPATED SHOOTER
EVERYTHING YOU NEED TO
KNOW ABOUT MULTIPLAYER

Battlefield 3
BONUS MAGAZINE

THE BEST RPG EVER?

SKYRIM
Hands-on with the first three hours!



Welcome to P3Zine



There's so much going on in the world of PlayStation 3 this month that we've had no choice but to make this month's issue of *P3Zine* one of our biggest issues ever!

Across the 30-odd pages of our bumper issue, you'll find hands-on previews of two of this year's biggest games – the beautiful *Assassin's Creed: Revelations* and the magical *Elder Scrolls V: Skyrim* – plus one of next year's games you'll definitely want to keep an eye on, *Dishonored*, an action-stealth title from the minds behind *Deus Ex*, *Half-Life 2* and *Thief*.

And if you're wondering where our review of *Battlefield 3* is, unfortunately code arrived just too late for it to be included this issue. Instead, you'll

find a huge guide to the game at the end of the mag! Enjoy the issue!

David Scammell, Editor
Twitter: @GZ_Dave

MAGAZINE FEEDBACK!
Click here to send us an email or give us your feedback!

MEET THE TEAM

There's nothing they don't know about PlayStation...



Tom Worthington
Spent the month falling in love with *ICO* all over again.



Jon Denton
Wishes *Gears of War 3* was on PlayStation 3.

DON'T MISS!

This month's highlights...

The latest & greatest titles on PS3!



Assassin's Creed: Revelations

Hands-on with AC's new tower defense minigame



Elder Scrolls V: Skyrim

Lord of the RPGs



RAGE

Enough to make you angry, or another id classic?



Dark Souls

Namco Bandai owes us some new DualShocks...

QUICK FINDER

Every game's just a click away

Assassin's Creed:

Revelations

Grand Slam Tennis 2

Elder Scrolls V: Skyrim

Winter Stars

Dishonored

RAGE

Ace Combat: AH

Dark Souls

FIFA 12

F1 2011

Ico & SotC Collection

Resistance 3

From Dust

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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

THE BELOVED BOND ADVENTURE
THAT BEGAN IT ALL RETURNS



PLAYBACK OPTIONS: ENHANCED

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GOLDENEYE

RELOADED 007

OUT 4TH NOVEMBER 2011

ACTIVISION
activision.com

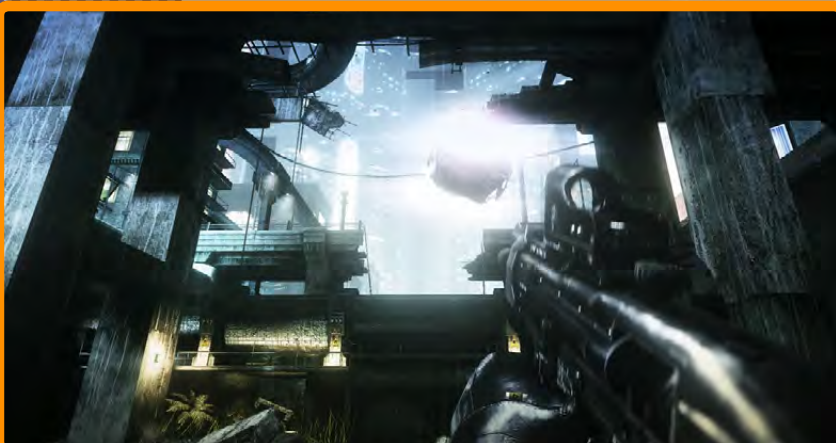
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PS3 XBOX 360 XBOX LIVE

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INCOMING

Another secret six heading your way...



SYNDICATE

Publisher: EA | ETA: February 2012

We don't know how Starbreeze has done it, but somehow Syndicate's sci-fi premise manages to look even cooler than Deus Ex. A reboot of Bullfrog's classic tactical shooter, Syndicate switches isometric strategy for first-person shooting as three rival corporations vie for control over a near-futuristic Earth. You play as Miles Kilo, one of Eurocorp's latest prototype agents who has the ability to manipulate people's actions by hacking into the chip implanted into their brain. An insanely cool sci-fi thriller, look out for Syndicate next February.



DEAD OR ALIVE 5

Publisher: Tecmo Koei | ETA: TBA 2012

Returning home to PlayStation after almost 12 years duking it out on other consoles, we'd place money on Dead or Alive 5 being the fighter to beat next year. Building on the series' famous multi-tiered arenas, Dead or Alive 5 promises to make the environment even more interactive than ever before. And with the return of classic characters (including the epically boobed Kasumi and Ninja Gaiden 3's Ryu Hayabusa) we think Dead or Alive 5 could be the fighter to beat next year.

BINARY DOMAIN

Publisher: SEGA | ETA: February

It might not offer up anything particularly new, but after its appalling debut last year, we have a feeling that SEGA's third-person 'Terminator of War' is going to surprise a few people when it finally lands next February. A surprisingly competent squad-based shooter mixed with bosses straight out of Shadow of the Colossus, this is definitely one well worth keeping your eye on.



COUNTER-STRIKE: GLOBAL OFFENSIVE

Publisher: Valve | ETA: Spring 2012

Regarded by many as the Call of Duty of its time, over a decade after its PC debut, Counter-Strike is due for a current-gen revival early next year with the release of CS: GO. Launching as a digital PSN title, CS: GO is an online-only FPS featuring a mixture of brand-new maps and old favourites. And if you grew up playing this on the PC, you're in for a treat as the PS3 version is the only console version to contain full support for keyboard and mouse controls.

SONIC CD

Publisher: SEGA | ETA: Winter

Considered by some fans as the best Sonic game ever made, Sonic CD should be the perfect download to complement next month's release of Sonic Generations. Taking Sonic on a journey through different time zones, this digital re-release features the full Japanese soundtrack and enhanced emulation over previous Sonic titles.



ULTIMATE MARVEL VS CAPCOM 3

Publisher: Capcom | ETA: November

You weren't naive enough to pick up Marvel vs Capcom 3 without expecting Capcom to launch a revamped edition further down the road, were you? Launching just 10 months after the original, this Ultimate remix includes 12 new fighters, including Nintendo fave Phoenix Wright.



IN THE PIPELINE

NOVEMBER

MODERN WARFARE 3
ASSASSIN'S CREED: REVELATIONS

DECEMBER

JUST DANCE 3
MINCE PIES

JANUARY

SSX
ANARCHY REIGNS

FEBRUARY

FINAL FANTASY XIII-2
THE DARKNESS II

"MODERN WARFARE SHOULD BE VERY AFRAID"



FEEL THE BATTLE BATTLEFIELD 3™

28.10.11



PLAYBACK OPTIONS: ENHANCED



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HANDS-ON

ASSASSIN'S CREED: REVELATIONS

The generation game

Playing Assassin's Creed is like riding a bike. Not our words you understand, but Ubisoft's themselves, briefing us prior to going hands-on for three hours with Assassin's Creed Revelations. They're absolutely right of course, as once you've played one Assassin's

Creed game, playing the others feels as natural as well, riding a bike. Controlling Ezio as he climbs the towers of Constantinople feels instinctive, leaping between steeples surprisingly fluid, while the structure of the game itself is wonderfully familiar.



ASSASSIN'S CREED REVELATIONS

Publisher: Ubisoft

Developer:

Ubisoft Montreal

Heritage: Assassin's Creed series, Prince of Persia series

Move Compatible: TBA

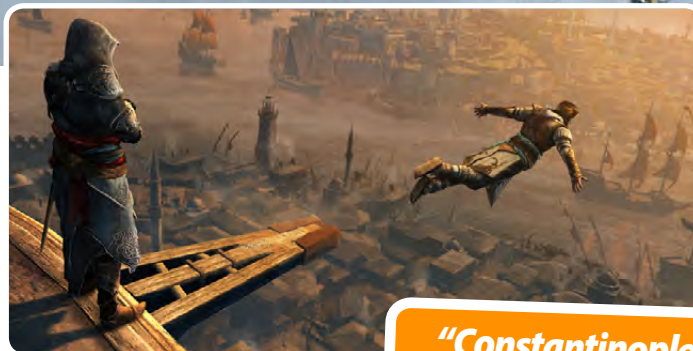
Link: <http://assassinscreed.ubi.com/revelations>

ETA: November

> AC: Revelations cont.

So familiar, in fact that you've got to wonder how well Assassin's Creed: Revelations will fare when it launches next month. Annual games can often be criticised for their distinct lack of advancement and innovation – a criticism that Assassin's Creed has just about managed to escape over the last couple of years.

But this year, unfortunately, we just can't see Assassin's Creed sneaking out without such punishment. Relying on the same characters and time period as the previous four years' worth of Assassin's Creed, and introducing a superfluous minigame to the mix (more on that later), Revelations can often feel more like a mission pack than a full sequel; an unnecessary teaser to pad out time before the main 'ACIII' event rumoured to be coming



"Constantinople looks astonishing"

next year. Sorry Ubi: Revelations, unfortunately, may be one Assassin's Creed too many.

But that isn't to say that Revelations is bad. Far from it, which puts us critics in an awkward situation. What we've seen of Revelations – disregarding all the other AC's we've played for a minute – is wonderful. The city of Constantinople looks astonishing, filled with stunningly recreated architectural masterpieces and – as a quick switch to a view of the map indicates – packed to the brim with areas to



**PREVIEW
FEEDBACK!**
Hookblade or
tower defense?
What's your
favourite new
feature of AC:
Revelations?



Click here to see the enhanced version of this shot!





➤ **AC: Revelations** cont.

explore and missions and side-quests to take part in. In terms of depth and quality, this is easily as good (if not better) than last year's Brotherhood.

Revelations picks up the story immediately after, rejoining Desmond who lies in a coma while attempting to piece together memories of his ancestors Ezio and Altair. We're told that Desmond finally gets to meet Subject 16 on an island, before our hands-on begins at the beginning of the game's second sequence, 'The Crossroads of the World', rejoining an older Ezio as he docks in Constantinople's Galata District.

"Desmond finally meets Subject 16!"

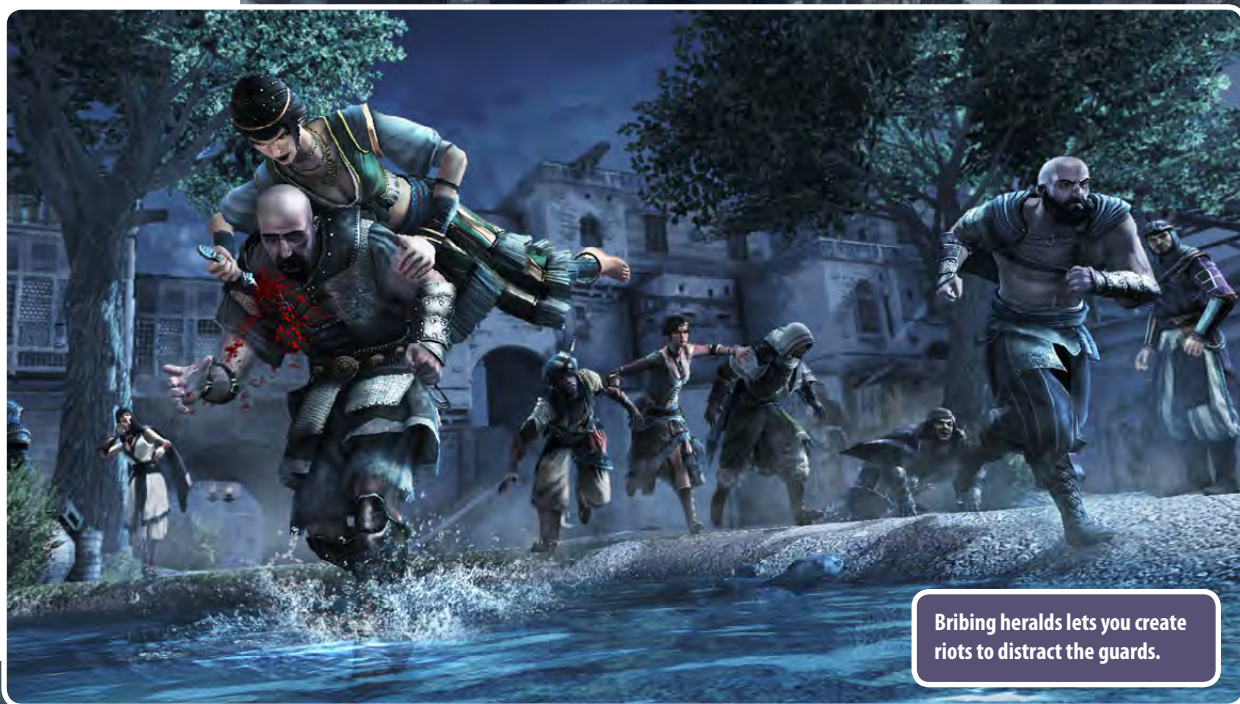
We meet a man called Yusuf Tazim, a Turk assassin raised in the city, who takes us on a tour of the city and provides us with our Hookblade, a new quad-action device that lets Ezio jump higher/further, use ziplines to move quickly from roof to roof, perform a 'hook and run' (an action that sees Ezio charge at an opponent and hook his away over their shoulder unharmed – useful for escapes from assassinations) and, of course, use it to unleash hook-ended hell on his enemies.

Back to the Future

Throughout our session we're shown three different sequences, each detailing the Templars' ongoing crusades against the Ottoman family, and the dodgy dealings



Click here to see the enhanced version of this shot!



Bribing heralds lets you create riots to distract the guards.



"One of the best action-adventure games you'll play this year"

> AC: Revelations cont.

between Manuel Palaiologos, who is the son of Byzantine Emperor Thomas Palaiologos, and an unknown arms dealer.

You'll get to control both Ezio and Altair throughout Revelations, but it's worth noting that Altair's sections are strictly short, linear missions triggered at specific moments, meaning you won't get to explore Jerusalem as you could in the original AC. We're first re-introduced to Altair at the end of Sequence 5, taking us back

to the end of the first Assassin's Creed, where Altair stands over the body of Al Mualim. To say much more would spoil your experience of Altair's return, but let's just say that the power of the infamous Assassin's Creed Apple falls into the wrong hands, and it's up to Altair to recover it.

So what of that new minigame we mentioned earlier? Well, believe it or not, but Revelations takes a swing at the Tower Defense genre, pulling the camera out to overlook a side

street, and giving you a cursor to guide around, positioning riflemen, crossbowmen and other units on rooftops to stop legions on the streets from taking over an Assassin's Den. It's Tower Defense in its most literal sense, and although there's nothing particularly wrong with it, we're not sure it quite fits an Assassin's Creed game. Remember when Brutal Legend turned from action-adventure to RTS? You'll get a similar vibe here.

Onlineimus

What continues to fit Assassin's Creed though, is the magnificent multiplayer mode. For the most part, Revelations' multiplayer hasn't changed significantly from Brotherhood's game of cat and mouse. As one of many assassins thrown onto the city streets you're tasked to identify and track a target while avoiding those



THE CAST OF AC: REVELATIONS' MULTIPLAYER



ASSASSIN'S
CREED
REVELATIONS

"Revelations takes a swing at Tower Defense..."

> AC: Revelations cont.

pursuers who (likewise) have got a bounty on your head. Looking out for signs that differentiate one hooded citizen from another while remaining inconspicuous is the key to racking up a good score – simply running straight to the target might get the job done, but it certainly reaps fewer rewards.

A new mode, Deathmatch, works similarly but on a smaller map, removing the target-tracking compass and placing one type of each character in the arena, while Artefact Assault – better known as Capture the Flag – sees two teams sneaking into each other's zone to retrieve artefacts.

Ubisoft has clearly taken a lot into account for its second attempt – levels are better geared for multiplayer, matchmaking has been improved, and it's an all-round better realised experience, much akin to the way Assassin's Creed II was to its underwhelming original.

But still, we keep coming back to the fact that Revelations, as an entire package, feels like a stopgap between its true sequels. Ubisoft has certainly honed its craft – Revelations will be one of the best action-adventure games you'll play this year – but on the basis of what we've seen, you'll have already played most of it. Look out for our review in next month's issue. ●

P3Zine
ASSASSIN'S
CREED
REVELATIONS

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Looking great, but don't we all just want Assassin's Creed III?

SAINTS ROW

THE THIRD



STRAP IT ON 18.11.11

PLAYBACK OPTIONS: ENHANCED



XBOX 360 XBOX LIVE

PS3

PC DVD-ROM



SAINTSROW.COM



GRAND SLAM TENNIS 2

Publisher: EA Sports
Developer: EA Canada
Heritage: Fight Night
 Champion, Skate
Move Compatible: Yes
Link: www.ea.com/grand-slam-tennis-2
ETA: TBA 2012

HANDS-ON

GRAND SLAM TENNIS 2

Game, set and match?

**PREVIEW
FEEDBACK!**
 Will you use
 Move, or stick
 with Total
 Racquet
 Control?

What *can't* a right analogue stick be used for? First swinging a golf club in Tiger Woods PGA Tour, then throwing punches in Fight Night, smacking a hockey stick in NHL and ollieing off a skateboard in Skate.

But now it's tennis' turn to receive the right analogue stick treatment, with Grand Slam Tennis 2's Total Racquet Control system providing the most natural control scheme we've ever seen on a pad in a tennis game.

It works tremendously well, giving players full control of their racquet via the right stick, and control over their

player's feet with the left. Every action you perform on the right stick is recreated intuitively in the game – pull it back and you'll pull back your racquet, punch it forwards and you'll let off a smoking return. Or twist it around to the side for a curving top spin. It's a natural and intuitive control scheme that's even more refreshing than sipping champagne off Maria Sharapova's chest. *De-lish!*

Forget the genre heavyweights – Grand Slam Tennis 2 really does make Top Spin and Virtua Tennis look like a load of old balls. ●

*"Makes Top
Spin look like a
load of balls"*

P3Zine

GRAND SLAM
TENNIS 2

PERCENTAGE COMPLETE



Like tennis? You'll love this!

FIRST IMPRESSIONS



TWO ASSASSINS.

ONE DESTINY.



PLAYBACK OPTIONS: ENHANCED



AVAILABLE NOVEMBER 15TH



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UBISOFT



HANDS-ON

THE ELDER SCROLLS V: SKYRIM

The sky's the limit – P3Zine goes mountain climbing in the world's biggest RPG yet!

We were so close. After almost an hour of climbing, we had so very nearly ascended to the top of Skyrim's tallest mountain, the Throat of the World, whose glistening snow-topped peaks and chillingly gusty blizzards overlook the small town of Riverwood below.

But there it was – an impassable section that left us frustratingly close to the summit, and inches away

from the Greybeards fabled to be living at the peak. With no obvious alternative route (and trust us, we spent a while trying to find one), we were left wondering: had an invisible wall been put there by Bethesda for the purpose of the demo we were playing? Or was the remainder of the Throat of the World simply off-limits, its peak being too much of an incline for players to climb? For now, Bethesda isn't saying...



The Elder Scrolls V SKYRIM

Publisher:

Bethesda Softworks

Developer:

Bethesda Game Studios

Heritage: Elder Scrolls IV:

Oblivion, Fallout 3

Move Compatible: TBA

Link: www.elderscrolls.com

ETA: 11th November

> Skyrim continued

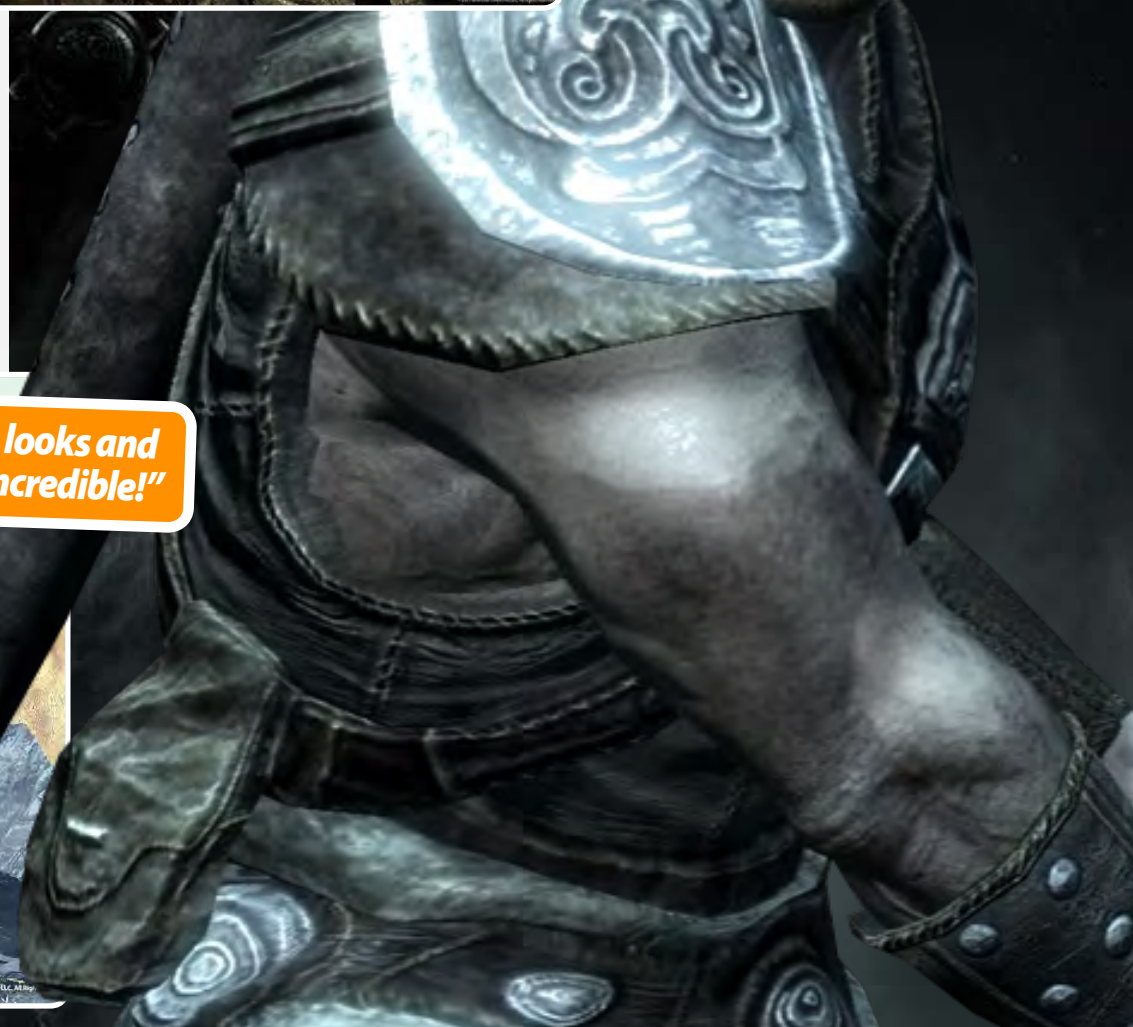
The rest of the world though? Well, that was left wide open for us to explore – miles upon miles of forests, mountainsides, lakes and river valleys, caverns and villages, all waiting to be discovered by intrepid adventurers, and each full of loot, wildlife and danger.

The Journey Begins

We were given three hours, which to be fair is barely enough time to even scratch the surface of a game like Skyrim, which Bethesda estimates offers players a few hundred hours' worth of content, with the main quest line estimated

to take somewhere between 30-40 hours.

We chose to play as an Argonian, the lizard-type creature which Elder Scrolls fans will remember from previous games, and whose amphibian-like qualities meant we could dive to the deepest rivers trouble free. But if the Argonians don't do it for you, there are plenty of other species on offer who you can choose to play as too, including the Bretons, who are resistant to shock attacks, and Dark Elves who can surround themselves in flames, all fully customisable via one of the most in-depth character creators we've ever seen.



**PREVIEW
FEEDBACK!** [🖱️](#)
*Will Skyrim get
most of your
playtime this
November?*



*"Skyrim looks and
sounds incredible!"*

You'll come across countless magical enemies throughout your adventure through Tamriel.

The Elder Scrolls V
SKYRIM

> Skyrim continued

But with the main quest line off-limits (we've been ordered by Bethesda not to talk about Skyrim's story, but here's a hint: it involves dragons), we set ourselves a task... how many settlements, ruins, campsites and caverns can we discover within the time limit?

A Walk On The Wild Side

The answer, according to the in-game stats, was 28. The world of Tamriel is stunning, it's the anti-Fallout, filled with life and nature, and the most captivating world we've ever visited in a videogame. Wildlife scurries through the overgrowth as heroes and fantastical creatures battle in the distance – something you can intrude on if you so wish, with the possibility of opening up new quests as a result.

But after having our head pummelled in by a giant wandering through the burial ground of a woolly



mammoth, being mauled to death by a wild sabre-toothed tiger in the highlands outside Falkreath, and having a Necromancer freeze our body inside a pillar of ice, we perhaps didn't get as far through Tamriel as we probably could have had if we'd had access to a more powerful character.

New Tricks

As in all RPGs, levelling up your skills and abilities is a staple part of Skyrim, and there are certain areas of the world including, we're told, the upper limits of the Throat of the World, that are filled with beasts and creatures you haven't got a hope in Tamriel of defeating unless you're suitably skilled. That's because unlike last month's Dead Island, enemies here don't level up with you, but are instead as powerful as you might expect them to be. Giants can kill with one swipe of their club, for example, while Skeevers (Skyrim's giant rats) can be walked over by a total noobie.

"It's packed so full of content you'll likely never see everything Skyrim has to offer"





> Skyrim continued

But unlike Oblivion or Fallout, there isn't actually a level cap here. Instead, you'll continue to level up until you max out your individual skills – proficiency in magic, expertise in one- or two-handed weapons, the gift of speech and suchlike – which develop the more you specialise and train in them.

Interestingly, a 'proper' full-screen menu has been removed in favour of a far simpler radial one, which sees different actions mapped to each directional button on the D-pad. Here you can easily access your character's magic, skills, items and map, as well as equip and 'favourite' key weapons and items, allowing you to quickly cycle through your preferred equipment without re-entering the menu. Whenever you've earned

enough experience, the skills option changes to 'Level Up', where you can choose to rank up your Magicka, Health or Stamina, or select a more specific upgrade to your abilities.

Lord of the Wins

What Bethesda has achieved here is exceptional. Skyrim looks and sounds incredible, and is packed so full of content that you'll likely never see everything it has to offer. The sense of scale is unprecedented – if you thought stepping out into Cyrodiil for the first time in Oblivion was impressive, just wait until you see some of the views Bethesda

has waiting for you in Skyrim. The sensation of actually being an adventurer wandering the midst of an ancient magical realm, too, is impeccable. It's like playing the part of Frodo, Bilbo Baggins or Gandalf in the Lord of the Rings game you've always wanted to play.

After just a few short hours tasting the world of Skyrim, we fully expect this to be Bethesda Game Studios' best game yet – quite the feat given their back catalogue – and an RPG that fans will still be playing long after the rest of this November's Triple-A line-up start collecting dust. ●



Take a trip to your favourite bar and talk up the barmaid, or just steal the mead and sleep in someone else's bed.



PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Skyrim has Game of the Year written all over it

IT'S NOT A RACE YOU WIN.
IT'S A RACE
YOU SURVIVE.



PLAYBACK OPTIONS: ENHANCED

NEED FOR SPEED
THE RUN
RACE FOR YOUR LIFE

PC PS3 PlayStation Network XBOX 360 XBOX LIVE Wii NINTENDO 3DS Available on the App Store Origin



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www.pegi.info

IN STORES 18.11.11
WWW.NEEDFORSPEED.COM



Publisher: Deep Silver
Developer: 49 Games
Heritage: Winter Sports 2010, Summer Challenge
Move Compatible: Yes
Link: www.deepsilver.com
ETA: Winter



HANDS-ON

**PREVIEW
FEEDBACK!**
 Will you be
 breaking out
 the Move for
 Winter Stars?

WINTER STARS

Dancing on ice

If you've played one sports game then you've played them all, right? Well, Deep Silver is hoping to prove us all wrong with the launch of Winter Stars, a sports compilation that offers an unprecedented amount of depth for the genre.

Cramming in 11 winter events, including bobsledding, skiing, curling, figure skating and more, Winter Sports offers a lengthy career to keep up solo players' interest between multiplayer sessions, following the career of a shamed athlete attempting to rebuild the reputation of his team.

The gameplay doesn't offer any real surprises – when you're not using PlayStation Move, Winter Stars is bred firmly from the buttonmashing

Track & Field pedigree of sports games. But minus the frustrations we had with its presentation (in the preview build we played, the cut-scenes between events were an embarrassment), Winter Sports caught us totally off-guard with its potential.

A sports game developed with both the core and the casual in mind, Winter Stars could be a surprise winter hit. ●

"This is a sports game developed with both the core and the casual in mind"



PERCENTAGE COMPLETE



FIRST IMPRESSIONS

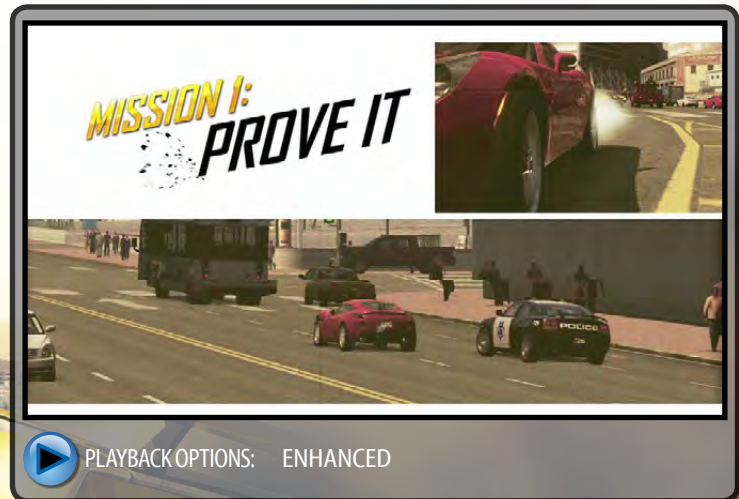


Wii Sports? Pah. Get this on your Move!



"LIVE OUT YOUR KING
OF COOL FANTASIES
FOR REAL" - SHORTLIST

DOWNLOAD THE
DEMO NOW ON **XBOX
LIVE**



DRIVER
SAN FRANCISCO

12
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FIRST LOOK

DISHONORED

Assassin's Heed – How Dishonored will put Arkane Studios on the map

When you first see Dishonored in the flesh, you can't help but think of Half-Life 2 and BioShock. We're not talking in terms of quality – with Dishonored's summer 2012 release date still a while away, it's far too early to predict things like that. But with some fundamental

similarities in art style and design (the halls of Dishonored certainly mimic some of Rapture's uber-atmospheric corridors, while the world itself almost deliberately parallels the tone and grit of Half-Life 2's City 17) you've got to wonder what's going on behind the scenes.



DISHONORED

Publisher: Bethesda
Developer: Arkane Studios
Heritage: Arx Fatalis (PC),
 Dark Messiah of Might &
 Magic (PC/360)
Move Compatible: TBA
Link: www.dishonored.com
ETA: Summer 2012

PREVIEW
FEEDBACK!
 Does Arkane
 have what it
 takes to deliver
 a great new
 franchise?

> Dishonored continued

But once you hear of the parties involved – little-known Texan studio Arkane Studios, the team who lent a hand to BioShock 2's level design, animation and art, leads development, with Viktor Antonov, the visionary behind City 17, drafted in to design Dishonored's bleak steampunk world – it all begins to click.

Dishonored places the player in the shoes of a bodyguard framed for the killing of the Empress, and who ventures on a journey of revenge, courage and assassination to clear his name. The story, then, is anything but unique, but the world – and more specifically its set up – is

quite unlike anything you'll have ever seen before.

Described as a simulation, Dishonored is set principally in Dunwall, one of the four last remaining islands of human civilisation. Dunwall takes design cues from Eastern Europe and Victorian-era fashion, but it's infused with futuristic technology – the cobbled streets and grotty stone-walled buildings clashing with enormous mechs and force fields. Imagine a pseudo-mix of Coronation Street and Star Wars set during the time of the Bubonic Plague, and you're partway to describing Dishonored's unusual premise.

Rather than presenting an openworld to the player as you might



expect, Dishonored's campaign uses a more traditional mission structure. With a target set, players are free to tackle scenarios via any manner they wish, utilising the protagonist's strange and fanciful supernatural equipment. The demo we witnessed required the player to take down a corrupt lawyer in the safety of a militarised tower, protected by armed guards and force-fields. Sneaking through the shadows, we were able to assume the role of a guard via a nifty possession power, and later a rodent to creep through small holes in walls. The option to use bullet time, super jumps and

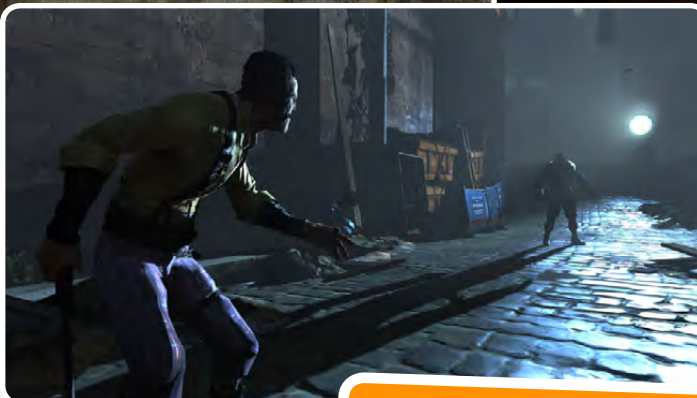


DISHONORED

> Dishonored continued

teleportation also helped us phase past obstacles and outmanoeuvre the deadlier guards, combining each ability for some impressive results. For instance, combining the super jump with teleportation lets you move much farther across an open space, and what sounds better than possessing an individual after he's shot at you and moving him so that he'll take the brunt of his own bullet? Sure, it's an amalgamation of ideas found in previous games, but integrated with far greater potential.

And remember when we used the word bleak to describe Dishonored's steampunk world? Well, we weren't lying. The depravity of the world is evident at every corner. Mummified corpses are left in the street to rot, women are assaulted by the city's corrupt police – an event you can prevent if you so wish – while graffiti declares anger and unhappiness towards the state. Men in suits openly boast about increased profits since



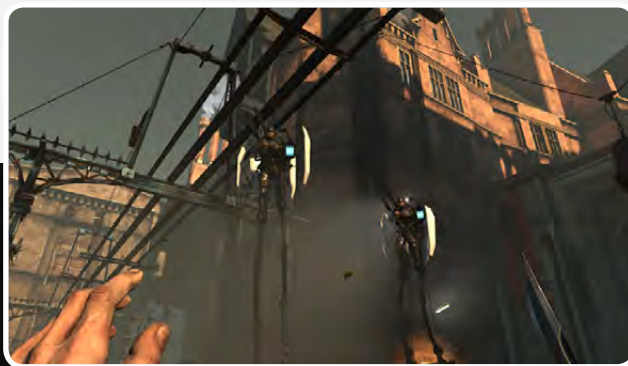
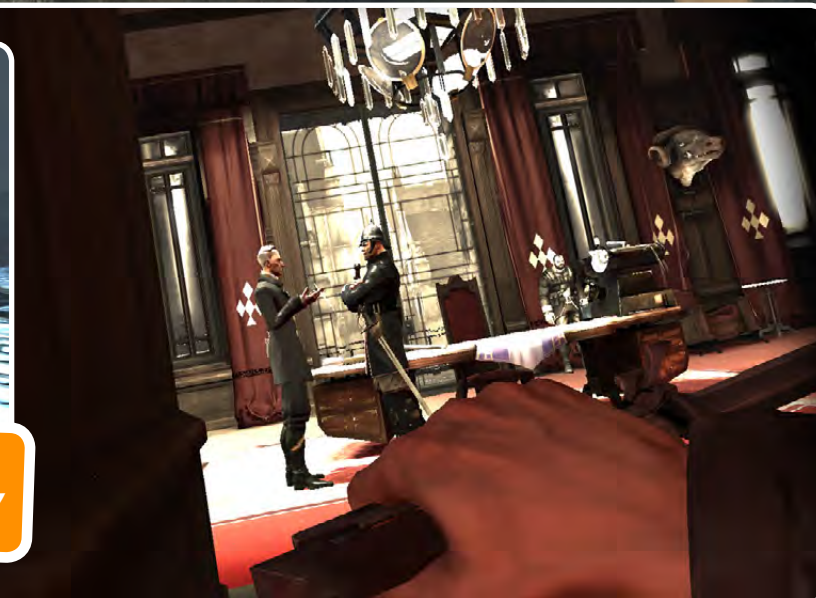
"Dishonored could be 2012's BioShock"

the city's slide into poverty, before being cut down by our silent assassin, tearing apart armed guards with a volley of slow-motion pistol fire.

With the perp capped and the 'chaos' level heightened by your actions, hell breaks loose across the city, with guards patrolling in increased numbers and civilians panicking in the streets – all things the player will have to deal with on his return. Such a scenario could have been avoided, we're informed, and it's possible for players to play through the entire game without ever being detected or causing chaos – something

which will help them in the long run when it comes to dealing with NPCs.

Despite having only seen a little under an hour of Dishonored, its sense of style and sandbox gameplay has left quite the impression. In an industry dominated by threequels, it's great to see something which is not only genuinely original, but a developer entirely committed to making their IP stand out above the rest of the genre heavyweights. A supernatural action/first-person shooter that we'd kill for, Dishonored could very well be the BioShock of 2012. ●



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PLAYBACK OPTIONS: ENHANCED

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IGNITION
GAMES

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www.pegi.info



RAGE

Can I see some id, please?

Publisher: Bethesda
Developer: id Software
Heritage: Doom, Quake
PS Move Compatible: No
Link: rage.com
OUT NOW

To hijack the old football cliché, Rage is a game of two halves. Forgetting the importance of id Software for a second, forgetting how much it has contributed to the FPS genre and forgetting how long Rage has been in development, this is quite simply a corridor shooter and an open-world driving game, and barely do the two cross paths. It's completely unoriginal, almost bereft of new ideas, plotted by the kind of heavy-handed narrative that would have seemed old-fashioned a decade ago and at times even a bit sketchy and glitchy. So why is it so damn fun?

The answer's simple. id Software.

When Rage does what it does best – long, brilliantly designed corridors where bad guys stand ready for you to dispatch them with your gut-shredding arsenal of weapons, it's fantastic. Completely unoriginal, yes, but fantastic. id has nailed the feeling of raw satisfaction that comes from putting bullets into bad guys, and every blast on its rib-shattering shotgun or crack of its sniper rifle puts most FPS games to shame.

In Rage's hackneyed post-apocalyptic wasteland you play as an 'Ark survivor', a chap who's been buried underground and is good at weapons or something. To be honest, it doesn't matter. All you need to know is that you're going to pootle

around its dusty open world, talk to some beautifully animated rednecks in a smattering of settlements, and then get down to the real business at hand, driving to a location, entering the door, waiting for the loading screen, and shooting some ass.

Perhaps there is a bit of merit to the open world. The aforementioned characters are indeed animated beautifully and voiced solidly, and the >

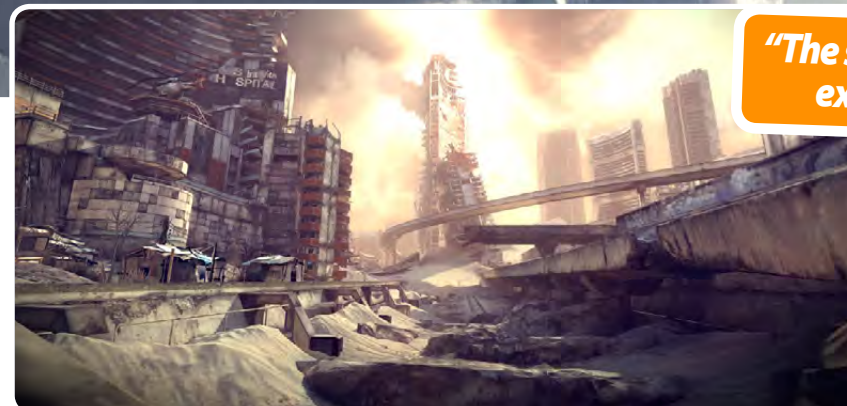
"id has nailed that raw satisfaction of putting bullets into bad guys"



> RAGE continued

set design is excellent (although straight out of Fallout's playbook). Driving the buggies around is perfectly acceptable, as is the car combat you'll get stuck into with various bandit factions. After a while, though, it becomes a lot easier to just scoot past any trouble and get to your destination. Every time you take out a horde of bandit buggies, they level up and become harder the next time you pass through. It takes a masochist to choose to make the game harder for themselves, especially when it's nowhere near as fun as the real meat of Rage – those delicious shooty corridors.

Yes, they're old fashioned. Yes, you can see through the design without even trying. Does it matter? Not really. It's just too much fun. Most levels see you battling one of the factions of bandits, all of whom act differently and



"The set design is excellent"

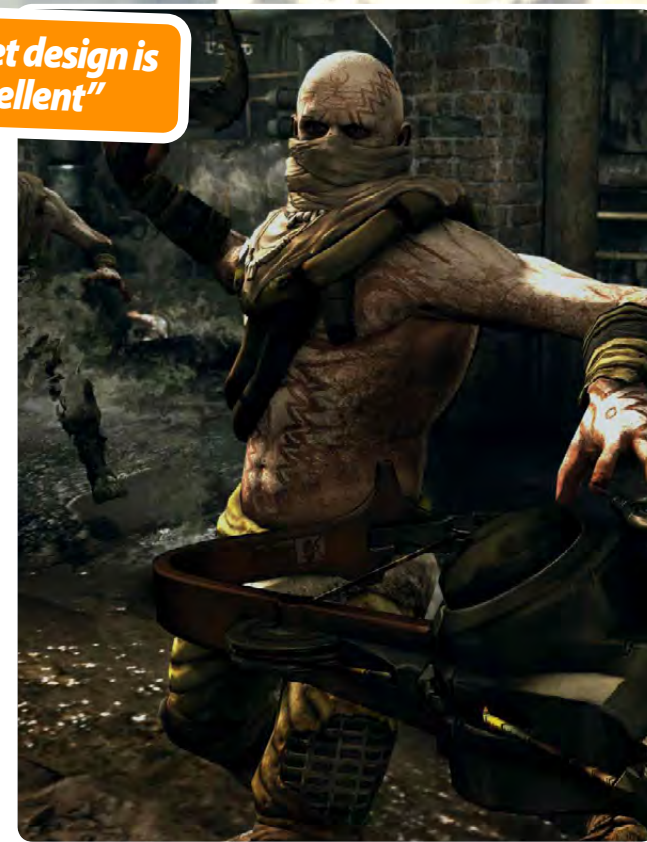
dress individually, so you might be coming up against the free-running mentalist Ghosts or the rightly organised and militarised Gearheads. Each faction demands its own tactical approach, and playing around with Rage's different ammo types is key.

Against The Machine

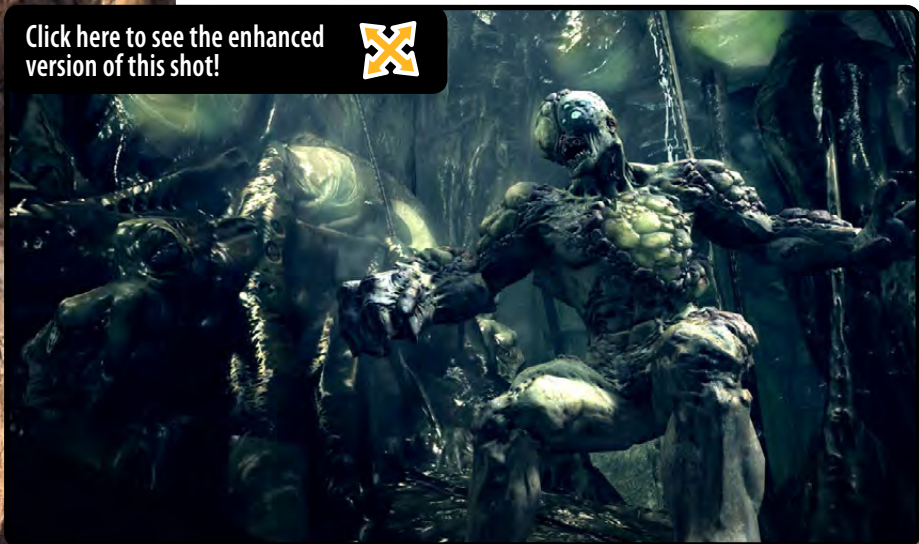
Instead of a plethora of guns, Rage's combat variety comes from the things you shove in their chambers. A shotgun can become a grenade launcher or a

pulse cannon. A crossbow can eventually shoot mind-controlling bolts. There's nothing you've not seen in other games, but there's always plenty of options for taking out your surprisingly intelligent foes.

Even the mutants are pretty smart. They run at you with their clubs and knives like they do in every game in the known universe, but Rage's animation system lets them duck, spin, roll and flip as they sprint ever closer, meaning you never quite have a



Click here to see the enhanced version of this shot!





"An exhilarating blast"

> RAGE continued

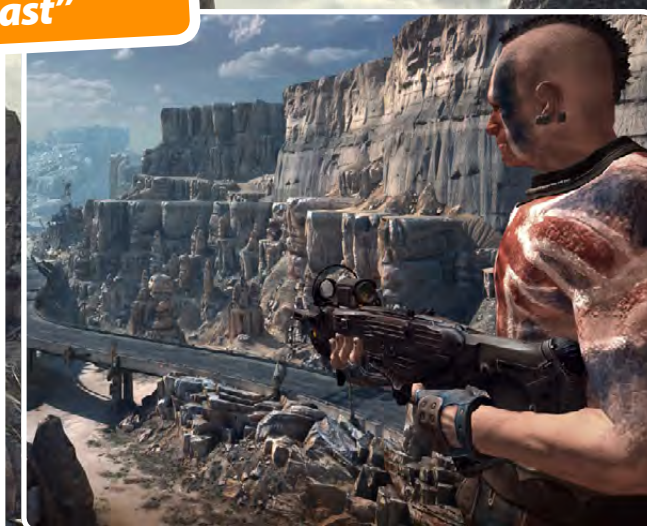
lock on them. It makes each direct hit that much more satisfying, and each wave of the nutters that much more terrifying.

This is amplified in the excellent co-op mode, Legends Of The Wasteland, which uses existing levels for 2-player carnage. You and a partner play as characters mentioned in the campaign, and play out scenarios that go on to form the main-game's story. It's a clever twist, but it's the action itself that's most exciting. Rage works very well when played with another, and the

absence of the open world coupled with arcade-style scoring make for a concentrated burst of old-school FPS bliss.

Compared to the competitive multiplayer, which could be relabelled as Twisted Metal For Chimps, co-op is a dream. Quite why id chose to focus Rage's multi on the weakest part of its make-up is confusing, although there's a strong argument to say that even a tight deathmatch wouldn't make a dent in Call Of Duty or Battlefield's userbases. Still, after years of Doom and Quake, it would have been nice to make the decision ourselves.

Regardless, Rage is still an exhilarating blast while it lasts. If you go in knowing what to expect, and accept that id is an old-fashioned company making old fashioned games (on cutting edge tech, mind) then you won't find much more gratifying shooting anywhere. Half a great game is better than all of an average one. ●



P3Zine
Verdict
Old school shooting at its best

- + Slick shooting
- + Looks amazing
- Rubbish multiplayer

83%



SOME DESTINIES
ARE CHOSEN



PLAYBACK OPTIONS: ENHANCED

AVAILABLE NOW

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16

PS3 Wii NINTENDO DS XBOX 360 XBOX LIVE MARVEL

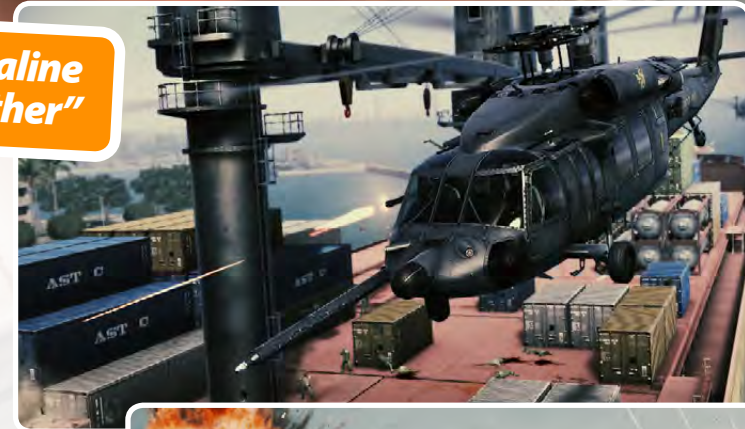
ACTIVISION

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ACE COMBAT: ASSAULT HORIZON

"It's an adrenaline rush like no other"



Publisher: Namco Bandai
Developer: Project Aces
Heritage: Ace Combat series
PS Move Compatible: No
Link: <http://acecombatassaulthorizon.namco.bandagames.eu>
OUT NOW

Flying just got cool again

Ace Combat: Assault Horizon is the DIRT 3 of the flight combat genre. That might sound like an odd comparison to make, but stick with us for a minute as there's a valid point at the end of it. If you can remember that far back, you'll know that the Colin McRae Rally series originally started out as a serious, semi-simulation racer during its initial PSone years. As did Ace Combat – or Air Combat as it was known on these shores. When the PlayStation 2 appeared, McRae scrubbed

up its act, delivering improved visuals without straying too far from the initial formula. But by the time PlayStation 3 came along, the decision was made to turn the series into an accessible arcade fun-fest, while keeping in just enough of the core thrill that its original audience demanded.

And that's almost exactly the same route Project Aces has taken with Ace Combat. Assault Horizon is still recognisable as an Ace Combat game – the scores of meticulously recreated

jets mean it's still a cockpit-junkie's dream, its flight handling model is still top notch, and its bogey-shooting objectives – for the most part, at least – remain familiar.

But Assault Horizon's refreshing focus on action and its rejigged combat mechanics – now made more intuitive and exhilarating than ever before – can often bear more resemblance to SEGA's classic 80s dogfighter After Burner and, intriguingly enough, Burnout, than any Ace Combat before it.



The screen splashes with some awesome visual effects whenever you down an enemy pilot.



> Ace Combat continued

For the first time in the series' history, Assault Horizon's story is set in the real world rather than a fictional one, taking players high above the skies of Dubai, Russia, the US and the Middle East. The story itself is decidedly unspectacular – you guessed it: once again the Russians have gone to war with the US – but its set-pieces can be magnificent. Whether it's protecting troops from aboard a chopper as they lead an assault on a tanker, carpet bombing an enemy base, or fighting high-value targets amidst a hurricane, Assault Horizon's set-pieces can rival even the very best of gaming's blockbusters.



"The intense cinematography makes for riveting close-quarters dogfights"

Oddly enough, actual dogfighting only makes up about 50 per cent of Assault Horizon's campaign, with the story alternating between jets, helicopters, an AC-130 gunner and a chopper gunner between most levels. Each are radically different from one another and all are equally well-produced, although the handling of the helicopters feels relatively unnatural – even more so the loop-the-loop they pull off when evading missile fire. The

new DFM dogfight mode, which effectively sends the plane into autopilot whenever you're on your opponent's tail, makes

dogfighting far simpler and more exciting than ever, with the intense cinematography making for riveting close-quarters dogfights, bouncing the camera around you and your target's plane as the autopilot weaves combatants between buildings. Shoot down your opponent and – in Burnout's true Takedown style – you'll get a close up, slow-mo view of the plane exploding into pieces. When Assault Horizon gets it right – which it does more often than not – it offers an adrenaline rush like no other.

And that's perhaps the game's greatest feat. Project Aces has finally managed to capture the thrill and excitement of piloting a jet at supersonic speed. Like previous Ace Combats, missions can often be derivative of one another – the wave-based methods of much of the jet missions eventually threaten to bore – but the terrific production values, superb orchestral

score and sheer thrill of flying make Assault Horizon the most exciting flight combat game we've ever played. Even the multiplayer – usually a tacked-on feature in games like this – is well-conceived, packed with Deathmatch and objective-based modes that pit players in jets and helicopters.

The perfect warm-up to get you in the mood for next month's military top dogs, Assault Horizon is an Ace Combat that finally lives up to its name and the Top Gun game you've always wanted. ●

Assault Horizon does more than dogfighting – missions are broken up with some awesome chopper gunner and AC-130 sequences.



P3Zine
Verdict

The best Ace Combat, ever!

- + Thrilling dogfights
- + Ace presentation
- Missions can get repetitive

88%



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EDGE OF TIME



PLAYBACK OPTIONS: ENHANCED

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DARK SOULS

Prepare to swear

"Dark Souls is the Infinity Blade of console gaming"

Publisher: Namco Bandai
Developer: FROM Software
Heritage: Demon's Souls
PS Move Compatible: No
Link: www.preparetodie.com
OUT NOW

We hate Dark Souls. Why anyone would want to play a game so painfully frustrating, so utterly unforgiving and so unreservedly intimidating *for fun* is totally beyond us. The mere thought of having to take down another colossal monstrosity at the end of each dungeon sends us into a panic-stricken daze; the idea of simply getting there more terrifying than even the most frightening survival horror. Yet for some reason, we can't get enough of it.

On the face of it, Dark Souls is a fairly standard action-RPG. You're given the option to choose which class you'd like to play as, the ability to level up your abilities, and find and equip new

weapons, armour and magic just as you would in similar titles.

But where Dark Souls differs is that you're not supposed to finish it in one easy sitting. The game's tagline – the not so subtle 'Prepare to Die' – ought to tell you enough. This isn't a game where you'll quickly finish one level before moving on to the next; it's the Infinity Blade of console gaming, forcing you to replay sections repeatedly, but 10 times more infuriating. It lures you into traps and forces you to fight unbeatable enemies, before sending you back to the last checkpoint to do it all over again. You will die – and you'll die over, and over, and over, and over again.

For an indication as to just how

gruelling Dark Souls can be, take this for example. We'd spent almost six hours slogging and grinding away at low-level enemies just to level up our character enough to take down the game's second boss – a process that, were you to strip away the difficulty, would otherwise take about 30 minutes. Immediately after that you're faced with another hazard – a fire-breathing dragon capable of insta-kills. Mess up your timing on this boss and, you guessed it, it's straight back to that checkpoint.

It's ultimately a loop of trial and tribulation – you don't play Dark Souls for its entertainment factor because for 95 per cent of the time it isn't enjoyable in the least. Yet there's something about the constant cycle of death and revival that



> **Dark Souls** continued

prompts a determination to succeed, and ultimately a sense of accomplishment that so many other games try to attain, and often inevitably fail at.

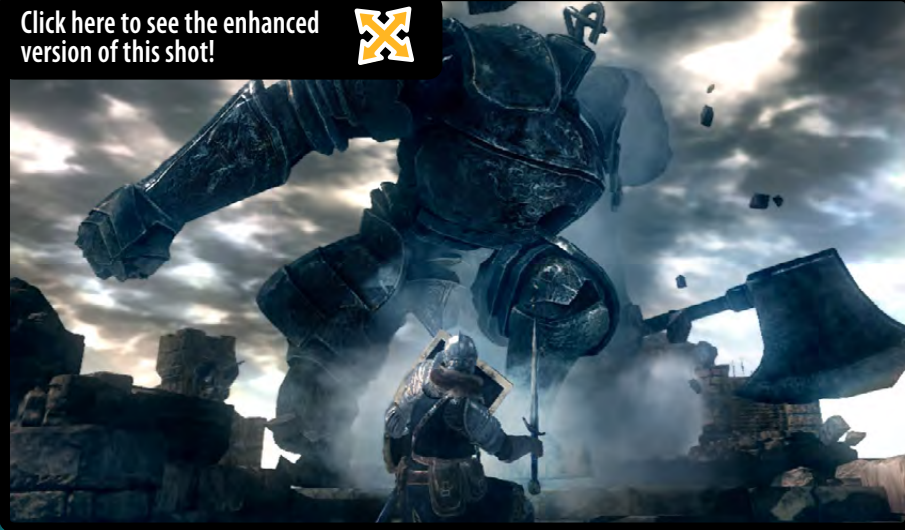
And others *have* tried similar things, of course – the aforementioned Infinity Blade being one, with Dead Rising likely being the most prolific on console. But unlike Capcom's title, this is a game with far fewer annoyances in its actual design, and a game whose hook is a constant sense of progression and character development rather than any overarching story. Even the unique online mechanics, as subtle as they are – which see players invading your game world or leaving notes warning

(or, more often than not, fooling) players of impending danger – remain utterly original, and add a wonderful sense of fear, danger and adventure to your quest.

The world is wonderfully elegant with its fantastical design of castles, caverns and islands, and the magical beasts that lie within. But don't go confusing Dark Souls' world with that of its rivals: this isn't the relaxing, Tolkien-like jaunt through a



Click here to see the enhanced version of this shot!



"The constant cycle of death and revival prompts a determination to succeed"





Here's a tip: those teeth hurt.

> Dark Souls continued

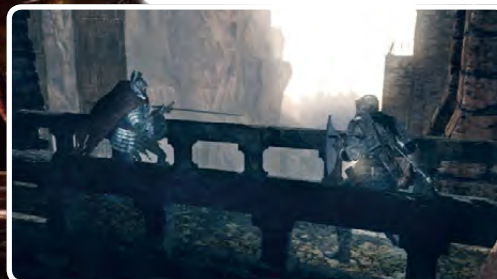
make-believe world you'll gather from games like Skyrim. There are no low-level rats here to get you accustomed to the combat system – itself remaining unchanged from Demon's Souls' one. You *will* be thrown straight in to the deep end though, and you *will* be pushed to the point of sheer frustration. Dark Souls is often cheap, filled with random instant-deaths and enemies that will unfairly spam you with attacks, yet its combat is

tactical and thrilling – even after attempting to defeat the same knight five times on the trot. At what point should a game be classed as being too difficult? Your answer will dictate how likely you are to get on with Dark Souls.

It's your funeral

But whatever your take on the game's extreme difficulty may be, it's those moments of satisfaction – those moments when you finally take down that boss after enduring hour upon hour of grief, or capturing those memories of frustration and elation that'll be talking points with friends in years to come – that make the whole game suddenly seem worth the effort. The reward for perseverance and that sheer satisfaction reminds you of what playing games used to be about. It's a game that requires the patience of a saint to enjoy, and if that's you, you'll find this divine. ●

"Dark Soul's combat is tactical and thrilling"



P3Zine
Verdict

Get this game
– or die trying!

- + Unhealthily addictive
- + Fantastic world
- Too frustrating for some

85%

DEAD ISLAND™

OUT NOW



PLAYBACK OPTIONS: ENHANCED

A PARADISE TO DIE FOR



www.deadisland.com



XBOX 360 XBOX LIVE PS3 TECHLAND™

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Publisher: EA Sports
Developer: EA Sports
Heritage: FIFA series
PS Move Compatible: No
Link: www.ea.com/uk/game/fifa12
OUT NOW

FIFA 12

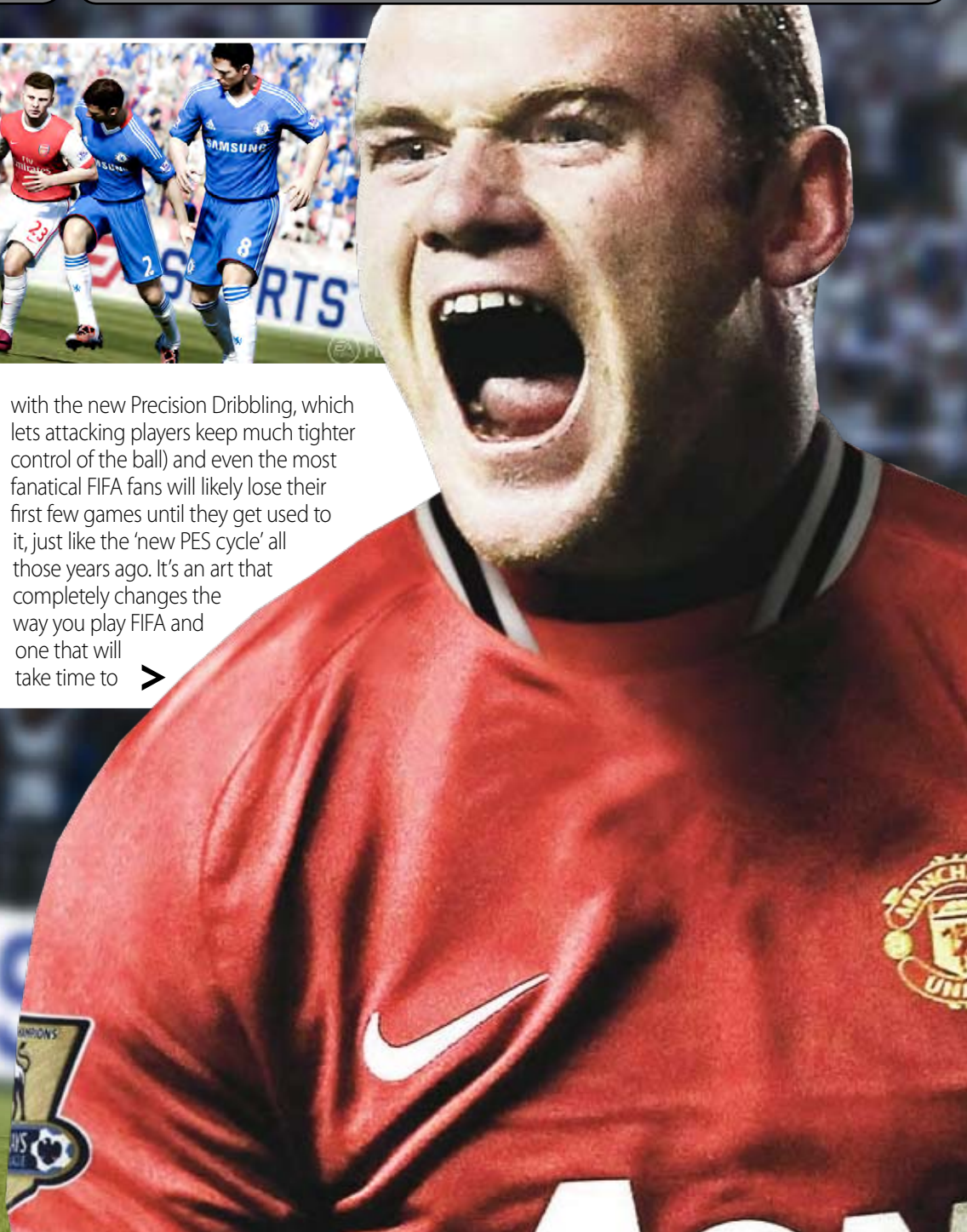
Does FIFA score an own goal?

Every year the FIFA series falls foul of critics slamming it for featuring the bare minimum of changes and implementations. And, to be honest, who can blame EA Sports? If it ain't broke (which it hasn't been since the revolutionary FIFA 08 was released) then why fix it? But no one can accuse the Vancouver team of resting on their laurels this year. FIFA 12 sees some of the biggest changes made to the FIFA formula in years – the thing is though, we're still not entirely sure whether they're for the better.

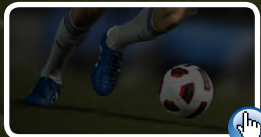
On the pitch, by far the biggest change made to FIFA 12 is the introduction of Tactical Defending, a new system that makes defending a more skilful – and by very definition, a more difficult process. The system is reliant on pinpoint timing, removing the option to hold down the X button to press the attacker and instead forcing the player to make more deliberate, well-timed manual tackles. It makes defending fiddly and relatively difficult (especially when combined

with the new Precision Dribbling, which lets attacking players keep much tighter control of the ball) and even the most fanatical FIFA fans will likely lose their first few games until they get used to it, just like the 'new PES cycle' all those years ago. It's an art that completely changes the way you play FIFA and one that will take time to >

I'd 8-2 be an Arsenal fan right now. Hurr hurr.



WHAT'S NEW?



TACTICAL DEFENDING

Forget about pressing – defending now takes skill



> FIFA 12 continued

master – so much so, in fact, that to be totally honest, we can see many switching back to Legacy Defending for a more traditional FIFA experience.

But if you *do* decide to stick with it, you'll likely find that Tactical Defending has a severe knock-on effect on the flow of the game. Whereas the majority of recent FIFAs had players fighting for possession in the middle of the pitch, we found that play in FIFA 12 tended to ping back and forth between either end



In case you were wondering, yes Rooney's hair made the cut.

due to the attacking team being able to outmanoeuvre defenders far more easily. The new Player Impact Engine, too – which EA has been shouting from the stands for over the past few months – amounts to little more than slightly more accurate reactions whenever players knock into one another.

Options off the pitch, however, fare slightly better. The new Football Club feature, which tracks player experience



"Tactical Defending completely changes the way you play FIFA"

The Superman competition got off to a flying start at the Emirates.



and activity, and issues real-world challenges is a wonderful new addition. You're now able to compare your statistics with friends far more easily, while Online Friendlies and Head-to-Head Seasons – the latter effectively acting as an online career to let you compete in seasons and cup tournaments – offers some much-needed options and improvements to FIFA's online efforts.

Ultimate Team, the card collecting mini-game previously reserved for DLC, has also worked its way into the box this year, letting players build up their dream team, while Career mode returns to give players the chance to take on the role of an existing footballer or Virtual Pro as a player, manager or player-manager. Unfortunately though, it isn't nearly as exciting as you'd expect it to be.

In the right hands, Tactical Defending will likely be a FIFA pro's dream come true, finally removing the

defense spam to create a far more authentic representation of football. But to the millions of other casual fans out there, it'll absorb all of the fun out of FIFA like some sort of depressing sponge. Though it can be switched off, without Tactical Defending, life on the pitch in FIFA 12 feels much like it did in last year's game. If you buy FIFA every year, you're still going to get your kicks from EA Sports' latest, but for those who don't, we'd suggest giving it a try before parting with the cash. ●

P3Zine
Verdict

FIFA gets a yellow card

- + As authentic as it gets
- + Football Club is great
- Tactical Defending will divide

88%

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Publisher: Codemasters
Developer: Codemasters
 Birmingham
Heritage: F1 2010
PS Move Compatible: No
Link: www.formula1-game.com
OUT NOW

FORMULA 1 2011

Will Codemasters' latest hold your interest beyond the race weekend?

If there's one thing Codemasters has managed to teach us over the course of the year, it's that the EGO Engine sure is somewhat inconsistent. From the magnificence of DIRT 3's stunningly detailed and beautifully smooth vistas, to the mother-in-law-ugly worlds of Bodycount, the surprisingly wide gap between what developers can do with the engine when they put in the effort in and when they don't, is astonishing.

F1 2011 sits somewhere between the two. It lacks the head-turning post-processing effects of its rally cousin (forget any notion of motion blur, filters and ace weather effects, as F1 feels significantly raw by comparison), while the 30fps frame-rate is far from stable, dipping slightly at almost every turn. Ultimately, in a genre so hotly contested for its looks, F1 2011 comes up short.

Luckily then, Codemasters Birmingham has been devoting its time

elsewhere to make this year's F1 a far more realistic simulation of the sport than last year's, implementing features that the core audience are much more likely to appreciate than a few fancy graphics. Say hello to KERS, DRS, the safety car, and dynamic weather systems, which are all new mechanics that the fans all wanted – nay, demanded – from this year's game.

"The handling is far more responsive"



All 12 teams and 24 racers from this year's season are featured. Who's your fave?

"F1 2011 assumes that you're clued up on the sport – far from ideal for casual fans"

Weather effects are still limited to rain, but, alongside the use of KERS and DRS, a downpour can totally change your racing tactics.



> F1 2011 continued

They won't make too much of a difference to the average player, though. In fact, such are the nature of the new additions that the average Joe is unlikely to ever witness them throughout their time with F1 2011, let alone spend long enough with to appreciate. Codemasters has definitely catered towards a specific audience with F1 2011 rather than try to win everybody round – a commendable achievement in some ways and an impractical one in others.

Which is a problem really, especially when it comes to trying to put a score



on this year's game. F1 nuts will relish in the fact that they're able to use DRS to help overtake on the straights. But on the flipside, casual fans will struggle to tell the difference between last year's game, all the while being hounded by time penalties for illegal overtakes and unintentionally causing accidents without realising what they've done wrong. The fact that the game assumes that you're clued up on the sport – and offers no real explanation or tutorial to those who aren't – is as far from ideal.

Of course, to criticise F1 2011 for including

such rules would be akin to having a go at FIFA for featuring the offside rule. But the truth of the matter is that F1 2011 just won't be as accessible or as fun as many would expect it to be – us included. Having played racing games throughout our entire 20+ year gaming career – all major F1 titles included – F1 2011 is easily the most intimidating one that we've played this gen.

There is one area where everyone will notice big improvements though, as the handling is now far more responsive to the touch than last year's game and allows for a greater degree of control when you're speeding across Silverstone at 200mph.

The co-op Championship mode is the most exciting new addition to F1 2011 though, letting two players team up under the roof of the same manufacturer and compete for race stardom – but the fact that it isn't intertwined with the core Career mode is a shame. Online play has

seen a boost in numbers though, now allowing for a full grid of 24 racers made up of 16 players and 8 AI-controlled cars.

But with all the hard work put into last year's debut, the few changes made to this year's game make F1 2011 feel like a lazy annual update. That newcomers and casual fans of the sport still haven't been attended to is definitely a yellow flag for Codemasters, but if the annual iterations don't start offering healthier updates very soon then F1 could spin out before it's even hit fifth gear. ●



P3Zine
Verdict

Lack of changes means F1 2011 barely qualifies

+ A great understanding of the sport

- Intimidating to newcomers

- Ropy visuals

80
%



ICO & SHADOW OF THE COLOSSUS COLLECTION

Publisher: SCEE

Developer: Team ICO/
Bluepoint Games

Heritage: Ico, Shadow of
the Colossus (PS2)

PS Move Compatible: No

Link: <http://playstation.com>

OUT NOW

Grabbed by the horns

We all have our nostalgic weaknesses, and with high-definition remasterings thick on the ground these days, it's clear they're easily exploited. Team Ico's double act is guilty of pulling the same trick – dressed up in a swanky 1080p HD frock, trophies slapped on heavy doses and stereoscopic 3D included for the special occasion – but few will argue that these games couldn't be more deserving of the VIP treatment.

Over the studio's 14-year tenure, Team Ico's hard work bears these two distinctly unique titles released during the PlayStation 2's lifecycle. Their debut and namesake, Ico, is a short-but-sweet tale set within the grounds of a desolate castle where an imprisoned young boy and mysterious pale girl named Yorda explore hand-in-hand searching for a means of escape.

Through Zelda-inspired puzzles, Lara Croft-platforming and crude combat,

"Here are two distinctly unique titles"

the typically begrudging task of babysitting this muted maiden is by far one of the most endearing friendships ever pressed to disc. Stray too far from Yorda's side and shadowy figures descend upon her to carry her back to her confinement. Leap across a gaping chasm and you'll have to extend a hand out to encourage Yorda to make the same death-defying jump.

As heavily as she leans on you, holding down R1 to clutch Yorda's hand or have the camera pan to her current position is a peculiar comfort that combats Ico's absence of music and isolated tones.

Still, Ico has always lived in the shadow of its darker, boldly ambitious and arguably better spiritual successor, Shadow of the Colossus. Armed with a flimsy



> ICO/SOTC continued

bow, enchanted sword and trusty steed, you're dealt the monumental task of slaying a string of gigantic beasts that roam an equally enormous land to save a cursed girl named Mono.

Essentially a series of boss battles, these are some of the most unforgettable encounters in videogames. Stumbling into their lairs, in caverns, lakes, and across deserts, you'll have to observe their movements before using your limited skills to climb aboard and scale these magnificent creatures. The orchestrated score crescendos as you reach their peaks with views as far as the eye can see before you take to plunging your sword into their glowing weaknesses.

Where Ico graces players with the comforting companionship of Yorda, Colossus matches your bouts of heroism with unshakable doubt. Watching as



Despite its PS2 origins, there are still plenty of moments during SotC that stun.

these giants fall from grace is a sobering tonic that questions the morality of your actions, the consequences of which become apparent over time. If it wasn't apparent already, Team Ico's works tug at the heartstrings and play their audience in a way that gaming's biggest names continue to struggle with. But you already knew this – whenever someone

utters 'videogames' and 'art' in the same sentence, Ico and Colossus are never that far behind.

What you want to know is how great these masterpieces look running at 1080p on your widescreen telly, and we can tell you they look absolutely stunning. This is in no small part thanks to restoration crew, Bluepoint Games, who've cleaned up both games' irksome frame-rates, rough details and washed out colours of their PS2 originals to bring them up to scratch.

It's a shame that this job didn't include some tweaking to Ico and Colossus' cumbersome control schemes and irksome cameras but that's a minor point. Rounding off this collection are trophy sets for each game plus a bounty of bonus video content, including behind-the-scenes and concept videos for both games, as well as Team Ico's next epic, The Last Guardian.

It's not hard to find gamers who still haven't experienced either one of Team

Ico's treasures, but those who have are likely to tell you they're some of the most poignant games ever made. Countless HD classics are flying out of the gate these days but few of those will measure up to that title quite as well as Ico and Shadow of the Colossus Collection. What you'll take away from these hits is worth every penny and with all the gratuities, there's never been a better time to revisit or experience for the first time these utterly timeless tales without incurring any ludicrous eBay price. ●



"Bluepoint has cleaned up the originals' frame-rates"



P3Zine
Verdict

Timeless gaming

- + Two must-play games
- + Stunningly Remastered
- Iffy camera

92%

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RESISTANCE 3

An alien concept – Insomniac shoots to kill!

Forget Dead Island and FEAR 3, Resistance 3 is the most chilling first-person shooter that you'll play this year – not bad for a developer more fondly recognised for its work on cutesy platform series Ratchet & Clank.

In a threequel that is almost unrecognisable from its predecessors, you play as Joseph Capelli, one of humanity's last remaining survivors in the fight against the Chimera invasion. A revamped engine provides some stunning backdrops and an awesome ambience as Capelli treks across a mid-50s America in an effort for survival, with the eerie rundown suburbs and hotspots offering a vibe not too distant from Half-Life 2's City 17.

Some brave design choices may irritate modern first-person shooter fans – the inclusion of an older health pack-based health system raises the frustration of firefights as much as it does their intensity.

But regardless, the campaign's powerful sense of fear and isolation and an addictive multiplayer make Resistance 3 the best in the series by quite some distance, and a shooter well worth fighting to get your hands on. ●

"This is the most chilling shooter you'll play this year"



P3Zine

Verdict

Resist this at your peril!

- + Great horror vibe
- + Awesome campaign
- Old mechanics frustrate

89

%



FROM DUST

God complex

Publisher: Ubisoft

Developer:

Ubisoft Montpellier

Heritage: Rayman Origins
(November)

Move Compatible: No

Link: <http://from-dust.ubi.com>

OUT NOW

From Dust isn't your typical God game. There's no good or evil divide, your actions aren't heavily weighted and Peter Molyneux's name – despite his obvious influence – can't be spotted among the credits.

Instead, From Dust tasks you with the job of escorting a tribal group of nomads in their search for spiritual enlightenment. The landscape becomes your canvas to scoop up spherical megatons of soil and ladle masses of water, allowing your followers to persist and populate before continuing their journey.

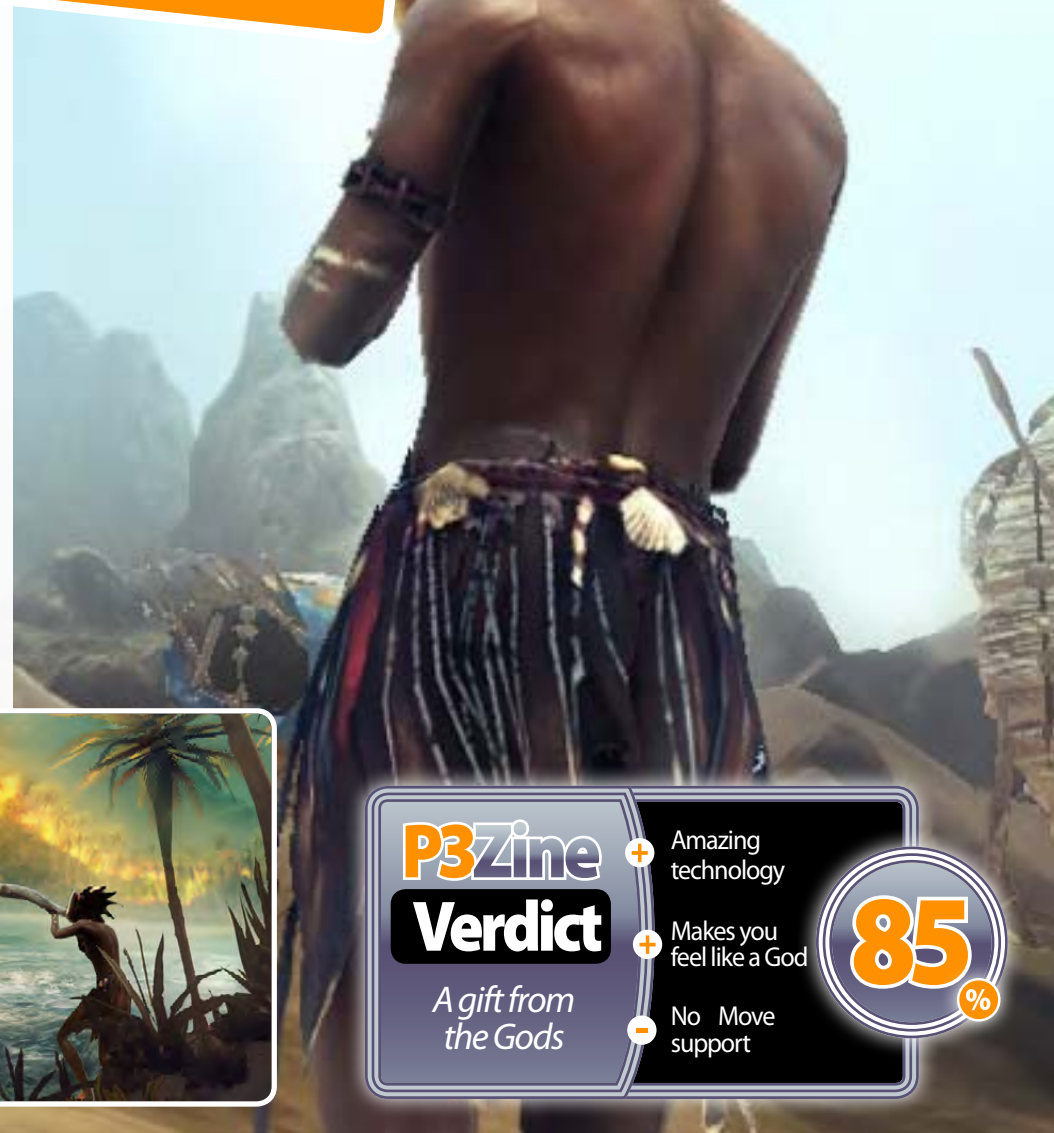
Over the breadth of its story you're gradually introduced to the elements and Godly tools you'll need to protect

your followers from the natural disasters that bombard their villages – which range from sweeping tsunamis to devastating volcanic eruptions.

It's not as fleshed out as its mouse and keyboard ancestors though, resulting in a game that's less labouring and better off for it. A few caveats linger in the absence of mouse support and we could take issue with a few niggling disciple AIs and the steep difficulty towards the tail end of the story mode. And in a game seemingly built for it, we can't put our finger on why there isn't any support for PlayStation Move either.

Still, it's hard not to appreciate From Dust for what it is... a lovingly crafted and largely enjoyable God game that's unlike anything you'll have played recently. Magical! ●

"From Dust tasks you with the job of escorting a tribal group in their search for spiritual enlightenment"



**P3Zine
Verdict**

*A gift from
the Gods*

- + Amazing technology
- + Makes you feel like a God
- No Move support

85
%

PlayStation Network

Download 'em today!

RENEGADE OPS

Publisher: SEGA
Developer: Avalanche Studios
Price: £9.99

If there's one thing you can't fault Avalanche for, it's destruction. Ripping the explosive action straight out of Just Cause 2 and blasting it into a top-down title, Renegade Ops is a twin-stick shooter with an explosive difference.

Similar to Wanako Studio's Assault Heroes, Renegade Ops puts players in charge of a variety of different vehicles (helicopters included) overloaded with firepower capable of ripping down multi-storey buildings, huge flying warships and an entire army.

Objectives don't stray too far from destroying certain structures or picking up items, but the action



is kept flowing thick and fast. Complete objectives quickly and you'll score more points, although the genre's famed score-chasing takes a backseat to the action.

The story is ultimately a load of old nonsense, but Renegade Ops never claims to be anything more than a dose of big, dumb fun with an emphasis on pick-up-and-play destruction. And for a shade under a tenner, what more could you possibly want? ●



P3Zine Verdict

Digi-destruction at its best

+ Blowing things up is fun

- Short

84%

BURNOUT CRASH!

Publisher: EA
Developer: Criterion
Price: £7.99

Loosely based on Burnout's fantastic crash junctions, Burnout Crash has players earning money by causing as much destruction at possible in a variety of fictional intersections. But it's nothing like how you'll remember it. The action has switched to a top-down perspective, with the realistic smashes of B3 and co. replaced by cartoon explosions, natural (and not so natural) disasters and... Gloria Estefan.

Yep, you heard right. Much of Burnout Crash's appeal comes from its charm, whether that's snippets of classic songs playing whenever you hit particular vehicles (including Estefan's Dr. Beat, Vanilla Ice's Ice, Ice Baby or Spandau Ballet's Gold), or the voiceovers leading you through it.

Each intersection comes with three different game types attached to it – Road Trip, which ends the game when five vehicles escape the intersection,



Rush Hour, which gives the player 90 seconds to cause as much destruction as possible, and Inferno, where players must keep vehicles on fire to keep the clock going. Our biggest criticism however, remains consistent across all three: getting a high score can often be reliant on luck rather than skill, which is not a wise move for a score chaser.

It's clear then that Criterion's focus then has certainly been on instantly accessible, pass-the-pad multiplayer fun, but you'll find that Hot Pursuit's awesome Autolog has also been put to good use, issuing challenges to players whenever their score is beaten.

Some may criticise EA's use of the Burnout license for Crash, but look past that and you'll find an addictive, if flawed, piece of Criterion magic here. ●



P3Zine Verdict

Smashing good fun!

+ Super addictive

- Scores reliant on luck

78%

In **P3Zine** Issue 57

Call of Duty: Modern Warfare 3

The best Call of Duty yet?
Find out in our huge review!

PLUS!

Battlefield 3

Need for Speed: The Run

Uncharted 3: Drake's Deception
Dishonored

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BATTLEFIELD 3

MISSION BRIEFING

FROM THE PUBLISHERS OF P3ZINE AND 360ZINE

EXCLUSIVE ACCESS TO 2011'S
MOST ANTICIPATED SHOOTER!

EVERYTHING YOU NEED TO
KNOW ABOUT MULTIPLAYER!





WELCOME TO THE BATTLEFIELD, SOLDIER

What began as a feud is now a war. With only days to go until 2011's most anticipated shooter invades store shelves, excitement and expectation for Battlefield 3 couldn't be any higher.

Over the last few months of the game's development we've been granted exclusive access to Battlefield 3, spending hundreds of hours waging war online against developer DICE, and getting to grips with the opening moments of Battlefield 3's explosive campaign.

You can find our in-depth reports on all frontline activity within these very pages, outlining what to expect when you're dropped into battle on October 28th and telling you everything you need to know about the classes, weapons and vehicles you'll be able to take control of exclusively in Battlefield 3.

Forget everything else this autumn: Battlefield 3 could be the only shooter you'll need this year. So hop to it, private – turn the page to find out why!

I'll see you on the battlefield...

David Scammell, Editor

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Hands-on with Battlefield 3's campaign

Multiplayer



Battlefield 3's MP goes under the knife

Interview



We track down SAS legend Andy McNab

History of Battlefield



DICE reminisces over Battlefield's heritage

Pre-order



What's your favourite pre-order bonus?





The world is on the brink of a Third World War. The threat of dirty bombs lingers over busy public transport hubs, coalition troops fight armed insurgencies in the dustbowls of the Middle-East, and civilians across the globe cower in their homes over fresh fears of terrorism.

In Battlefield 3's emotionally supercharged campaign, you'll get to experience the thrill and the challenge of modern warfare (ahem) from all sides, stepping into the boots of armed forces and patriots from across the globe.

Over the next few pages, we've selected a handful of Battlefield 3's missions that DICE has chosen to share with us, revealing what to expect when you head into battle on October 28th. The question you have to ask yourself is: Just how far will you go to save your country?

BATTLEFIELD 3

SINGLE-PLAYER

MISSION BRIEFING





OPERATION SWORDBREAKER

Sgt. Henry Blackburn

Mar 15, 13:00 Zulu

Al Sulaymaniyah,
Iraq

Objective: Locate
Viper Squad

Listen up, Marines. Following reports of PLR insurgents operating in the Iraqi Kurdistan district, all contact with Viper Squad has been lost.

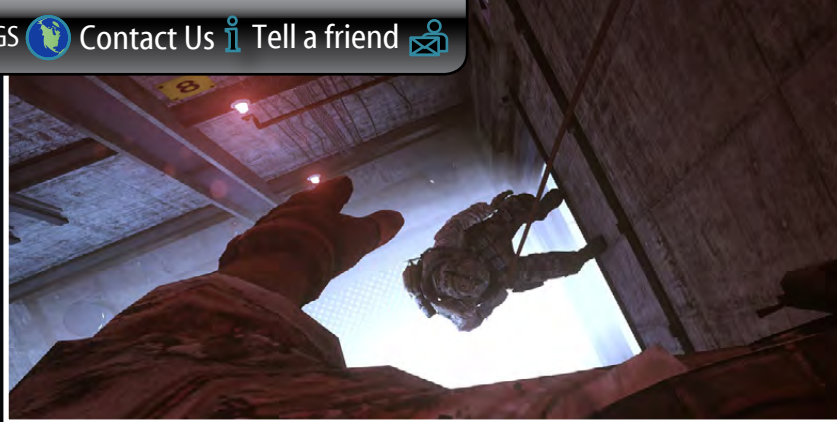
Communication problems caused by the ongoing tremors has meant we can't determine Viper Squad's status, and we need you to find out what's happened.

Montes, Chaffin, Campo and Matkovic go with Sergeant Blackburn to the last-known location of Viper Squad to report on their status and call in a casevac if necessary.

You'll be heading deep inside enemy territory Marines, so remember to check those corners. Those high-rise buildings throughout the district make for good vantage points for enemy snipers, and always watch your step, as IEDs are known to be in the area.

And one last thing. We know those tremors can be a pain in the ass when lining up a shot, but remember that Al Sulaymaniyah is a highly populated market town, so always verify your target before firing. Civilian casualties are totally unacceptable.





UPRISING

Sgt. Henry Blackburn
Mar 15, 20:36 Zulu
Al Sulaymaniyah,
Iraq
Objective: Hold off
PLR and escape

We've just been informed that the PLR is staging a military coup. Blackburn, with the Viper Squad rescue operation FUBAR'd, we're sending in an Osprey to extract you, but we're going to need your help in clearing the LZ. We can't risk losing another bird if it gets too hot.

Evac will take place at the parking garage you first encountered resistance at earlier today. But be careful out there... Al Sulaymaniyah has crumbled following that

quake and the PLR has taken control of the district. It's getting late now, so use the low light to your advantage. We'd advise keeping quiet and avoiding contact whenever necessary to help your chances of getting out alive.

Oh, and Blackburn. We've identified a high-ranking officer of the PLR known as Soloman as the man that's behind the coup. If you're able to, find out as much intel as you can about him.

You'll be on your own out there, Sergeant. Good luck.





GOING HUNTING

Lt. Jennifer Hawkins
Oct 31, 06:00 Zulu
USS George HW Bush,
Persian Gulf
Objective: Secure
Tehran Airspace

With Farukh Al-Bashir mobilising forces across Tehran, the USS George HW Bush has received orders to secure Tehrani airspace and achieve air superiority.

Hawkins, you'll be piloting an F-18 off the coast of Tehran. To eliminate the threat of enemy resistance, your orders are to intercept and destroy enemy aircraft docked at Tehran's military airfield, and engage any and all air and ground targets encountered on your mission.

Surface-to-air missile sites are expected to be positioned around the airfield and you've been given full authorisation to access the aircraft's entire weapons system, including the use of the ground-targeting weapons guidance system. Remember to switch to infra-red targeting to verify your targets efficiently.

Counter-measures will be available on-board should you encounter resistance. And remember to keep your eyes to the sky, Lieutenant, this is enemy territory, and anything could be out there. Good hunting.





OPERATION GUILLOTINE

Sgt. Henry Blackburn

Oct 31, 06:45 Zulu

Tehran, Iran

Objective: Secure
Khojir Apartment
Complex

Welcome back on duty, Sergeant. We need you to secure the Khojir Apartment Complex situated deep inside the city to help allied forces take back control of Tehran.

You'll have to clear out the enemy MG nests overlooking the riverbank first. We can't proceed without those machine guns being dealt with. Remember to use your M320 grenade launcher when eliminating them. One well-placed shot should be enough to put down an entire outfit.

This is a dawn operation so we'd suggest setting up a mortar to fire off some illumination rounds before engaging enemy forces. Cole will be joining your squad to replace Chaffin – I believe you know Montes, Matkovic and Campo already.

When you arrive at the apartment complex remember your training. If you suspect hostiles, breach and clear those rooms using frag grenades. On securing the complex, Sergeant Brady will be waiting to brief you on the rest of your mission...





BATTLEFIELD 3

MULTIPLAYER WALKTHROUGH

Forget perks and killstreaks, authentic modern warfare requires skill. Battlefield 3 takes vehicle and infantry-based multiplayer warfare to the next level, shipping with nine massive maps and five different game modes to create DICE's biggest and best multiplayer shooter yet.

We've been lucky enough to spend hours with Battlefield 3's multiplayer, waging war online against the good folks at DICE and with some of you during the open Beta.

Over the next few pages we'll detail each of the squad classes, weapons and some of the vehicles you'll be able to take control of in the game's multiplayer in our fully-interactive walkthrough, giving you an opportunity to plan those tactics for when the game releases on October 28th.





CLASSES

ASSAULT

EQUIPPED WITH A DEFIBRILLATOR KIT AND A RANGE OF ASSAULT RIFLES, THE ASSAULT CLASS SERVES AS THE LEADING LINE OF OFFENSE WHEN ATTEMPTING TO STORM M-COM STATIONS OR TAKE CONTROL OF ENEMY TERRITORY.

DEFAULT WEAPONS



EQUIPMENT



CLICK TO
CHANGE CLASS



WEAPONS

HOVER OVER
HIGHLIGHTED
WEAPONS FOR
OUR PICK OF
THE BUNCH!

ASSAULT RIFLES

- M16A4
- M416
- G3
- AK-74M
- AN-94
- KH2002
- AEK-971
- F2000
- AS VAL

CARBINES

- M4A1
- G36C
- AKS-74U
- SCAR H CQB
- A-91
- SG 553LB

SUB MACHINE GUNS

- P90
- P90 TR
- MP7
- UMP-45
- PDR
- PP2000

SHOTGUNS

- 870 MCS
- M1014
- USAS-12
- SAIGA 20K
- DAO-12

LIGHT MACHINE GUNS

- M249
- M60
- M27 IAR
- M240
- RPK
- PECHENEG
- TYPE 88

SNIPER RIFLES

- MK11
- SVD
- SV-98
- M98B
- M40A5
- M82A3
- M39
- SKS

LAUNCHERS

- AT4
- SMAW
- RPG-7
- JAVELIN
- FIM-92 STINGER
- SA-18 IGLA

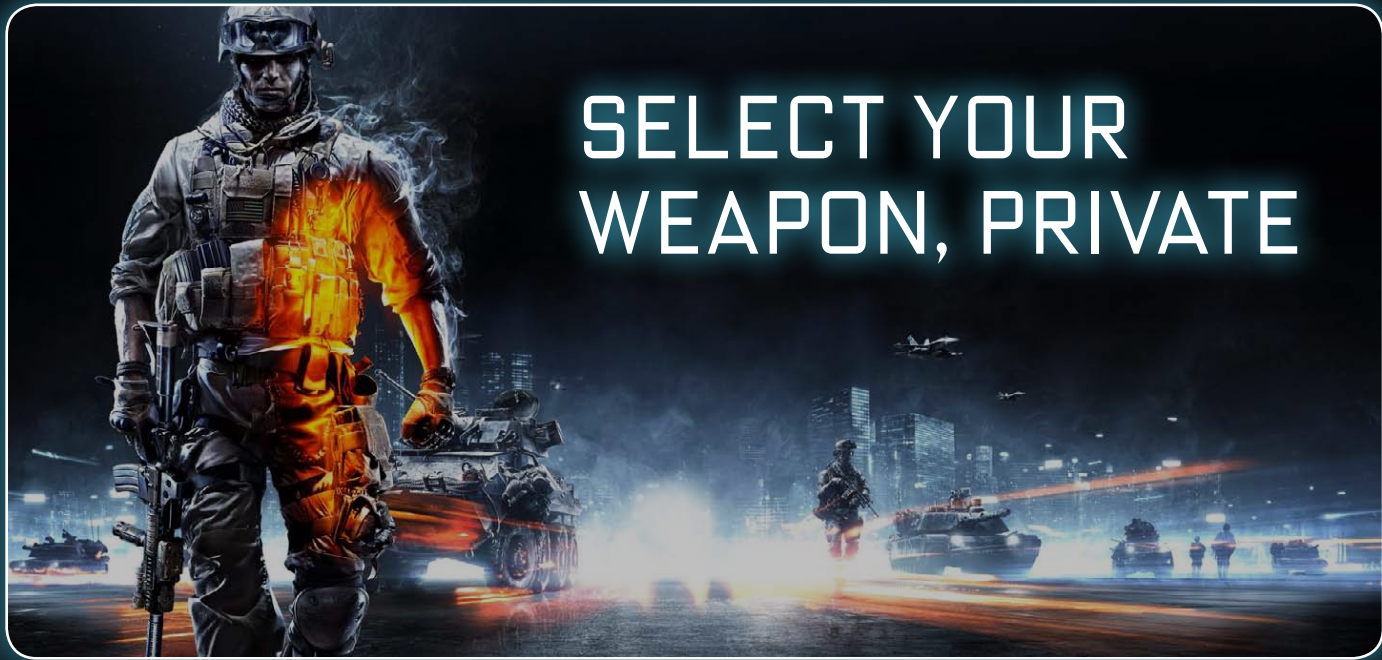
PISTOLS

- M9
- M93R
- MP-443
- MP412
- GLOCK 17

- GLOCK 18
- M1911

MISCELLANEOUS

- M67 FRAG GRENADE
- M18 SMOKE GRENADE
- C4 EXPLOSIVES
- M15 ANTI TANK MINE
- CLAYMORE MINE
- 60MM MORTAR



SELECT YOUR WEAPON, PRIVATE



VEHICLES



M1A2 ABRAMS

DEBUTING DURING OPERATION DESERT STORM, THE M1 ABRAMS HAS BECOME THE PRIMARY BATTLE TANK OF THE US MILITARY.

THE M1A2 FEATURES NUMEROUS UPGRADES OVER EARLIER ITERATIONS, INCLUDING THERMAL IMAGING AND NAVIGATION EQUIPMENT. WITH THICK ARMOUR PLATING, THE M1A2 IS ALSO ONE OF THE HEAVIEST TANKS IN THE FLEET, WEIGHING ALMOST 70 TONNES.

NATIONALITY: US
IN SERVICE: 1980-PRESENT DAY
UNIT COST: \$6.21M
WEIGHT: 67.6 TONNES
CREW CAPACITY: 4
PRIMARY WEAPON: 120MM CANNON
SECONDARY WEAPONS: 1 X .50 CALIBER HEAVY MACHINE GUN, 2 X 7.62MM M240 MACHINE GUNS



BREAKING COVER

Ex-SAS operative Andy McNab is a hard man to track down. So when we caught him sneaking around DICE, we took the opportunity to ask him about his experiences on helping to create Battlefield 3.

What was the attraction of working with Electronic Arts on Battlefield 3?

The maturity of it. It's a game, so alright there's all the flashes and the bangs, but actually there's quite an intricate storyline and there's room for development. It has a bit more substance behind it.

How does advising on a game differ between working on films and books?

There's more of a creative process in gaming. Everybody working on it is invested in the story and trying to make it right. There's also more flexibility. Obviously there are cut-off times or they'll say you're talking shit, we can't do it, but that's the beauty.

Were there any things you specifically looked to have changed in the game?

You've got to remember that DICE has a lot of background and they know what they're doing. But they're trying to elevate it to the point where everything feels right.

"A gamer will be as much into it as somebody on the battlefield"

Do you think games can ever really come close to portraying the emotion and adrenaline of an actual battlefield?

It is entertainment. It's not as if it's something that's trying to traumatisé people. But I think there might be

similar levels of a sense of failure or fear. A player doesn't want to f*ck up. They want to get to the next level, and the emotion of wanting to progress is the same emotion as people in the battlefield.

We're all emotional humans but they come out at different levels with different motivations. A gamer will be as much into it as somebody on the battlefield, only in a different way. There's no illusion that he's on the battlefield, but the emotions are the same. The heartbeats are up.

Do you think Battlefield 3 offers the most authentic representation of war yet seen in a videogame?

I don't think so, I know so. ●

McNab is a best-selling action author working with DICE to deliver Battlefield 3's authentic military experience. He is also the author of the upcoming novel Battlefield 3: The Russian.





THE HISTORY OF BATTLEFIELD

With a universe that spans a 200-year time period, the Battlefield franchise has literally been to the ends of the Earth and back since its debut in 2002. But what was it about the series that made it so successful, and why does the franchise continue to resonate with fans almost 10 years on? We look back on the history of Battlefield alongside DICE veteran Patrick Bach, and ask where the series could be headed in the future...

Believe it or not, but in 2002 shooters were not the biggest genre. Not our words, but those of Battlefield 3's

Executive Producer Patrick Bach, a man drafted in to Digital Illusions Creative Entertainment in the early Noughties to head up design on Xbox rally game Rallisport Challenge 2, a genre which at the time, Bach recalls, was "even bigger" than the first-person shooter.

DICE's development history reflected such trends, although the team's talent had yet to be realised. With only a few pinball titles for the Amiga and a handful of other releases under its belt,

including Xbox platformer Shrek and PSone racer Motorhead, the studio was yet to have its first major hit. But that changed during the summer of 2002.

ROLLING THE DICE

"At the time there was this dream of a shooter game where you could free-roam," says Bach, before recounting the days of his addiction to Half-Life-mod Counter-Strike. "Most games back then were just super-fast paced, arena-based shoot-outs. No one had ever seen a game that was openworld with lots of players, and with different weapons, gadgets and vehicles."

Battlefield 1942, with its vast open-ended maps, class-based gameplay and controllable vehicles, was to be that game. "Battlefield 1942 was the first game that gave you the fantasy of being on a big battlefield," he continues. "This was the first time people could be more strategic and play the game more or less at their own pace. I think people wanted that."

They certainly did. Releasing on PC in September 2002, Battlefield 1942 launched to overwhelming success, selling in excess of three million units within its first two years of release – an unprecedented feat for a multiplayer PC shooter at the time, winning numerous Game of the Year awards and spawning two expansion packs that would further explore the game's World War II era. Last year, it was awarded the coveted Swedish Game of the Decade award by the Swedish Games Industry. ➤



2005's Battlefield 2 is one of the most played online games of all time.

TIMELINE

The Battlefield series has traversed countless time periods. Here's the line-up in full...



2002



2003



2003



2004



2005



2005



2005



2006



2006





> SHOOT TO SELL

But to the industry, Battlefield 1942 wasn't just an unexpected hit, it was an eye-opener. With the increased speed and accessibility of the Internet, the popularity of multiplayer-focused games was about to sky-rocket.

Two years after Battlefield 1942 (and just two days prior to the arrival of bitter rival Unreal Tournament 2004), DICE released Battlefield Vietnam, the first Battlefield title to explore a period outside of World War II, and an era the team would return to six years later for Battlefield: Bad Company 2's Vietnam expansion pack. "People have this romantic connection to that era with the music and its history in cinema," says Bach, "so it was really cool to portray that fantasy."

But it was Battlefield 2's release in 2005 that would really propel the franchise to the forefront of the shooter market. The true sequel to 1942, Battlefield 2 brought

the series into the modern day, adding innovative new modes and gameplay mechanics (including the now staple ability to play in a squad), and reinventing the game via a new engine that let the expertly designed maps shine – including the legendary Karkand. "Karkand is a great map," says Bach. "If you look back over the history of Battlefield, Karkand is probably the map you played the most."

Selling almost 2.5m copies in its first year of release and later spawning its very own console version (the first time Battlefield had ever made its way off the home computer), Battlefield 2 became so popular that it was soon used in professional gaming tournaments across the globe – something Bach remembers very fondly.

"18 months after BF2's release we were given this wild card invitation to a Norwegian competition that basically said 'you will play in the finals immediately because you are so good'.

"Oh my God, we were eaten alive by those people. They were saying that we had a very interesting strategy. 'They're doing something completely unique that we haven't seen before', they said, 'it must be some cunning plan'. And after a while that changed to, 'oh, there's no plan, they're just crap! We got completely hammered!'"

DICE's experiment with modern warfare in Battlefield 2 would form the basis of the franchise's later life – but not

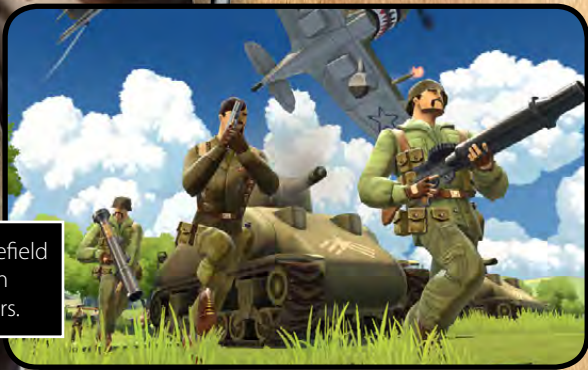
before a brief stopgap 200 years after the series' start-point. "Battlefield 2142 was really powerful because we could skew it and make things up," Bach says, reflecting on the title that took fans all over the globe in a fictional 22nd century battleground. Remembered for its inventive weaponry and unique Titan mode – a new mode which saw opposing teams attempt to destroy each other's mammoth pilothable warships – 2142 continued the franchise's success, although concerns from fans of the game being little more than a full-price mod meant DICE would have to go back to the drawing board for its next big Battlefield release.

ELECTRONIC ACQUISITION

Months prior to 2142's release, Electronic Arts had just completed its £17m acquisition of DICE, and the shooter war had started to heat up. A year later in 2007, rival shooter team Infinity Ward would unleash Call of Duty: Modern Warfare 4, propelling the experience to a new console audience and reinventing the world of multiplayer shooters. But DICE would quickly bounce back, delivering its first Battlefield title built specifically for next-gen consoles, and the first game in the series to include a fully-featured single-player campaign, Battlefield: Bad Company.

Bad Company launched in June 2008, and with it, introducing DICE's brand new Frostbite Engine, a new engine that >

The free-to-play Battlefield Heroes has over seven million registered users.



2006



2007



2008



2009



2009



2010



2010



2010



2011



2011





> would provide both industry-leading visuals and HDR audio. A spin-off to the core franchise, Bad Company took the series in a new direction, telling the story of Private Preston Marlowe, a soldier fighting in B-Company, a four-man rag tag squad of dishonoured privates. Notable for its comedy (and for its lack of appearance on PC, a telling sign of the direction the industry was headed in), Battlefield: Bad Company went on to sell almost 2.5m copies, re-establishing the series as a key contender in the shooter war.

BATTLEFIELD FREE

Battlefield returned to PC the following year, but under a different guise. Now free-to-play, the launch of Battlefield Heroes marked a new direction for the series on PC, offering stylised visuals and promoting accessibility to new Battlefield players. This free-to-play approach would be returned to two years later with Battlefield Play4Free, a browser-based version of Battlefield that used a modified version of the Battlefield 2 engine to provide a more familiar – and more compelling – experience to Battlefield's core fanbase. In the meantime, a multiplayer-only sequel to Battlefield 1942 offered console players the chance to visit the iconic Wake Island via the downloadable release of Battlefield 1943.

DECLARING WAR

But it was in 2010 that DICE's experience with the franchise would culminate in the highlight of the series so far, and declare a new war against Call of Duty. Battlefield: Bad Company 2, a title lauded by many as being the strongest multiplayer shooter on console, and a game that would revive mass interest in the Battlefield series.

"I honestly think that Battlefield: Bad Company 2 is the best Battlefield experience so far," says Bach. "It used everything we'd learned, and even though it could feel like it was a simplified version [of Battlefield], it actually had more depth and complexity. People thought that since they could use it, it wasn't complicated; that it needed to be hard to be complex."

Bad Company 2 saw the return of Marlowe and co., but positioned them within a more adult story that took players across Russia, Ecuador and the heart of the United States. Bach admits, however, that in spite of the game's more mature direction, some content had to be cut for the game to reach a BBFC 15 certificate, a decision that won't be repeated for Battlefield 3's release later this year. "We actually had a problem with Bad Company 2 because we originally wanted that to be 18-rated. We had to cut some stuff because we agreed that we might reach a bigger audience if we go 15 rather than 18. We were really clear when we started Battlefield 3 that we didn't want any restrictions on what we were building."

But age wars aside, it was Bad Company 2's multiplayer that ended up being most fondly remembered, reviving Battlefield's awesome Rush mode and delivering those trademark 'Battlefield Moments' through its fantastic maps.

"Honestly, when it comes to how well-designed they were, I think some of the Battlefield: Bad Company 2 maps are better than Karkand," says Bach. "Arica Harbour shows the variety of Battlefield. I would say Karkand, Arica Harbour and Operation Metro are the best maps we've ever built."

Players will get to experience Operation Metro for the first time when Battlefield 3 launches this October, building on the studio's experience with modern-day combat to deliver what will undoubtedly be DICE's greatest achievement to date.

But what does the future of Battlefield have in store post-Battlefield 3? With three consecutive core releases set in the present day, is DICE settled in its ways? "No, we're certainly not settled, that's for sure!" Bach assures us.

"I have a hard time sticking in one era. We want to try whatever we think is the most interesting thing at the time." ●

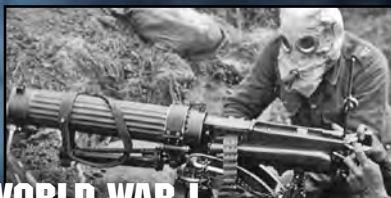


THE FUTURE

"I have a hard time seeing that we'll get stuck in one era," says Bach, but where could BF head in the future?



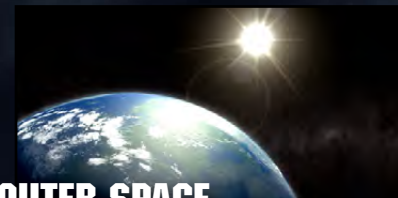
MIDDLE AGES



WORLD WAR I



COLD WAR



OUTER SPACE



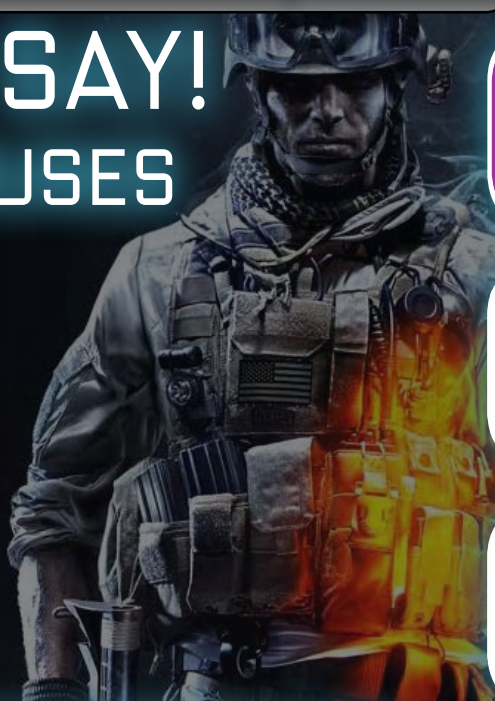


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With the current trend of publishers offering up a variety of bonuses to pre-order customers, we know just how frustrating it can be when deciding where to pre-order from.

But now's your chance to tell EA exactly what you want from pre-order bonuses. We've listed all of Battlefield 3's pre-order bonuses here, and it's up to you to vote for the one you're after.

Just click the Vote button on your favourite bonus, and we'll send the results back to EA!



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